

FIG.1

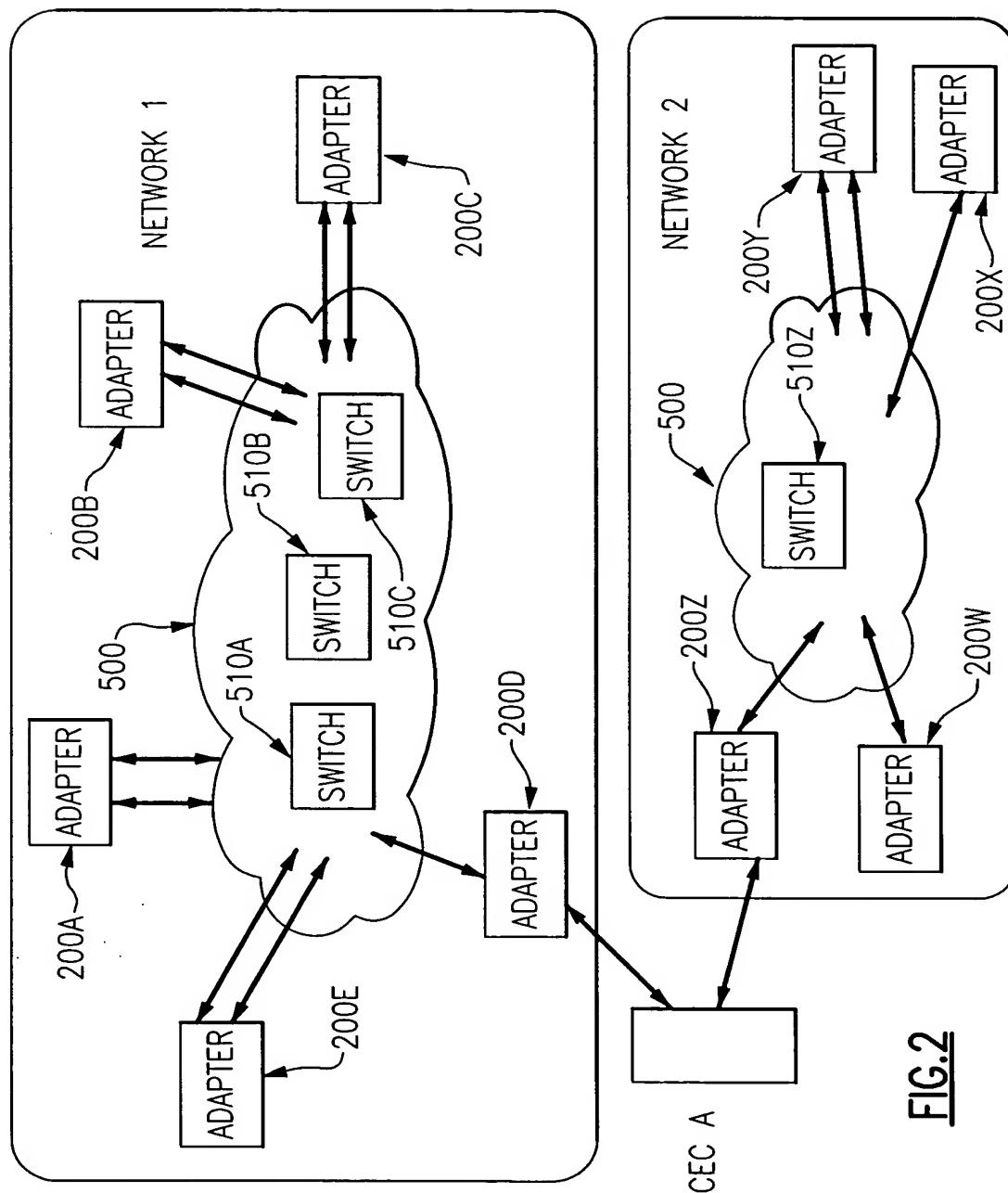


FIG.2

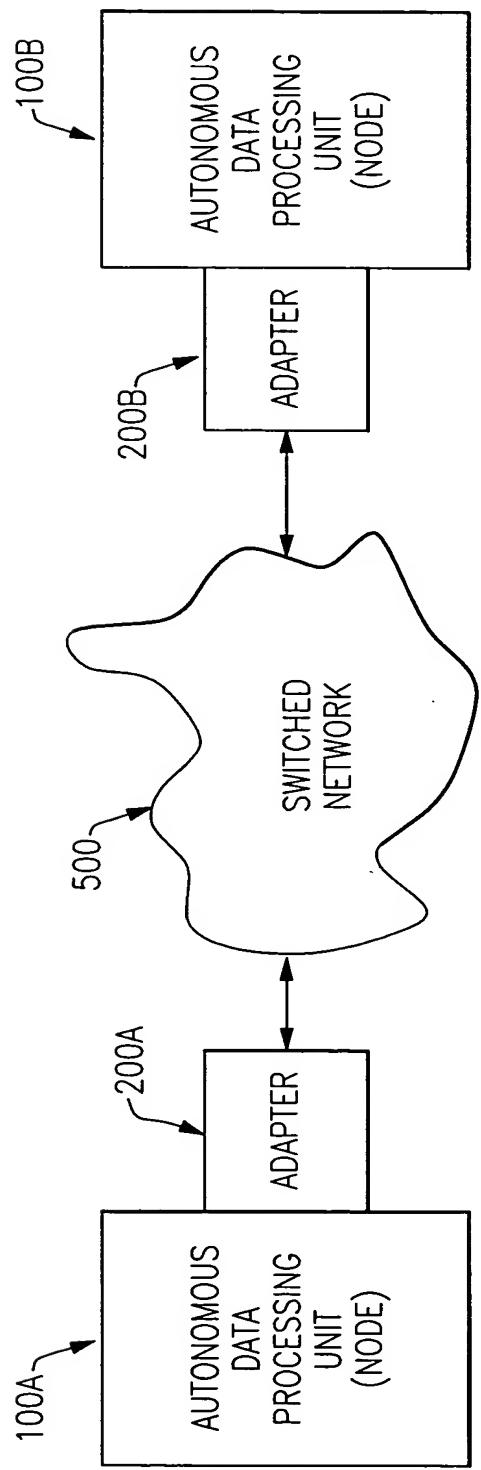


FIG.3

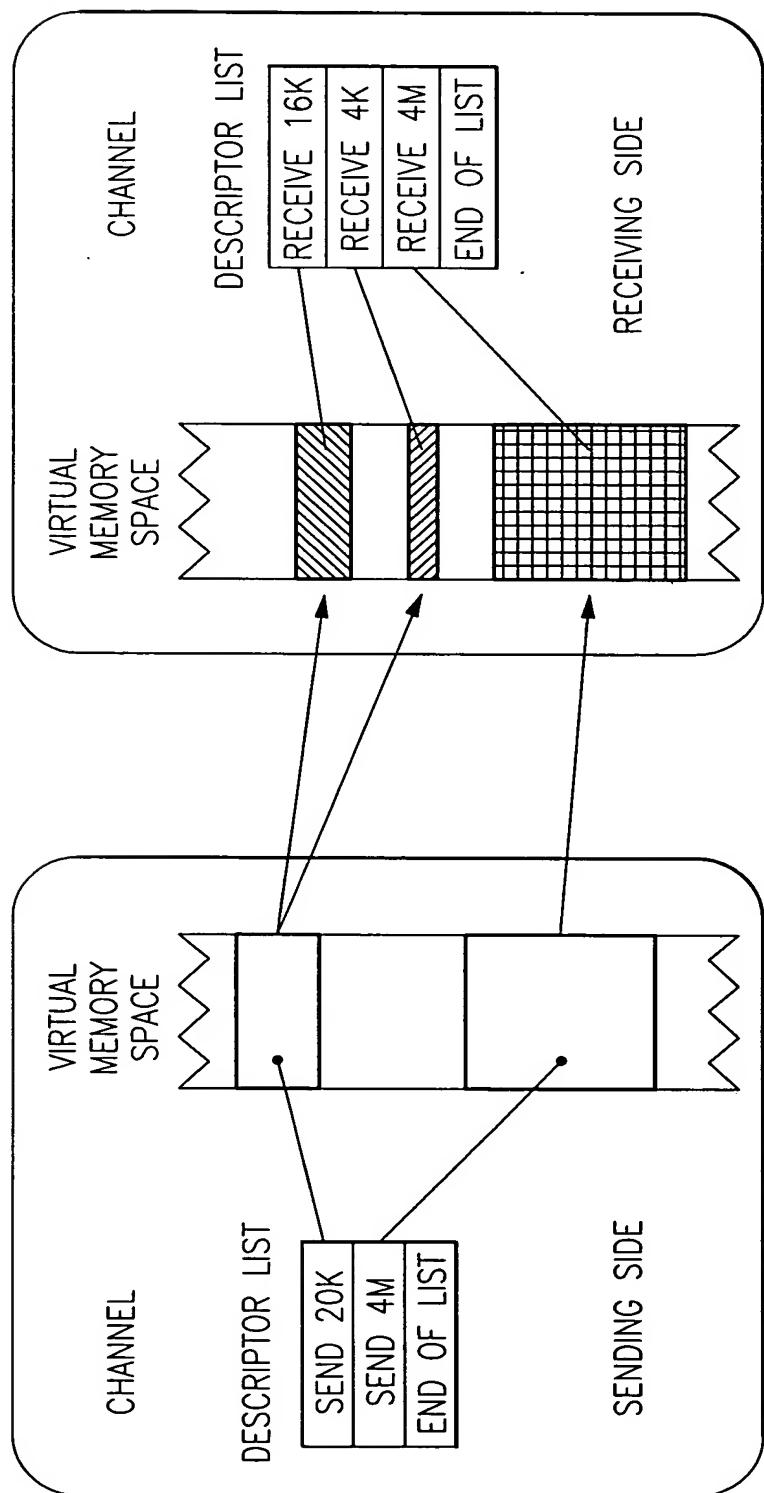


FIG.4

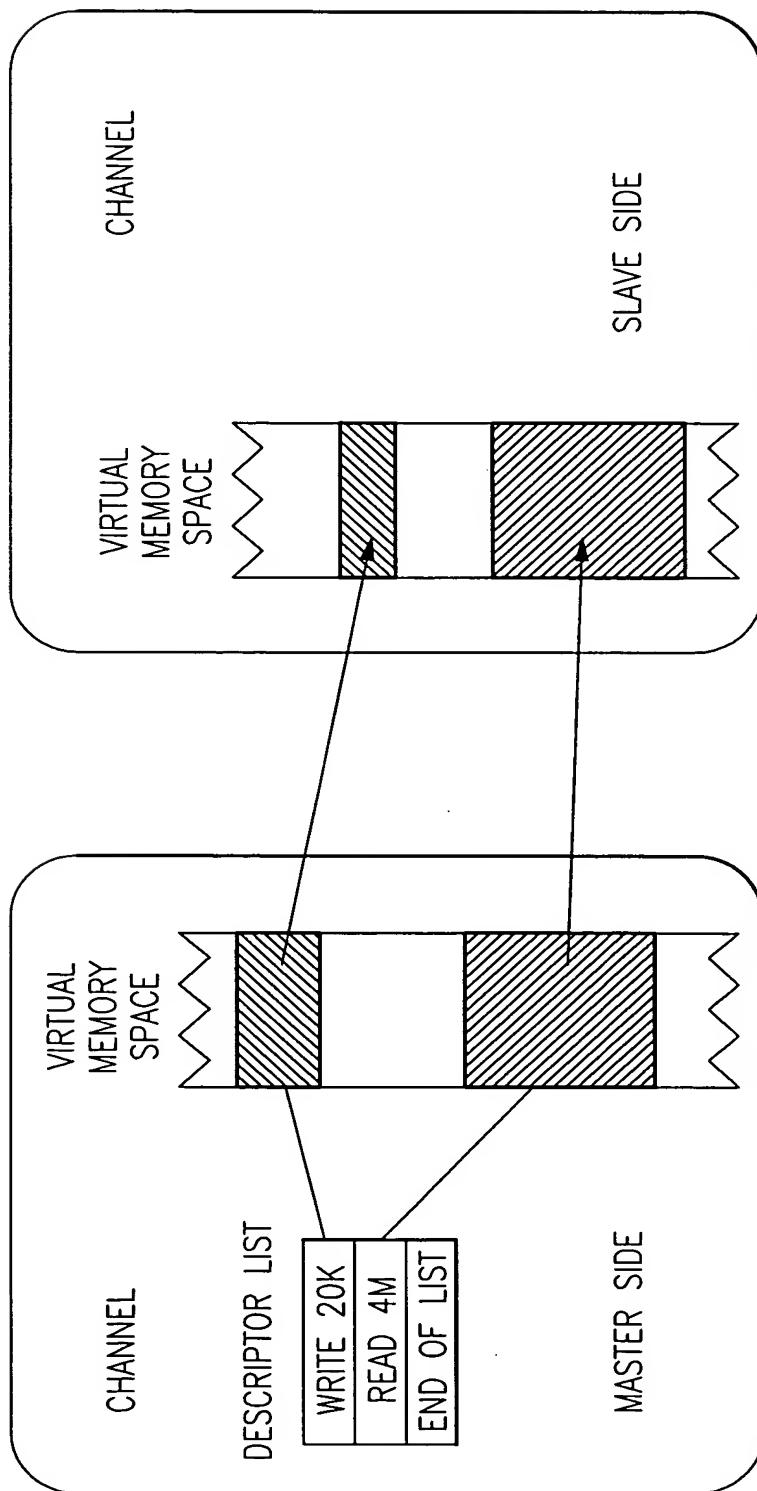


FIG.5

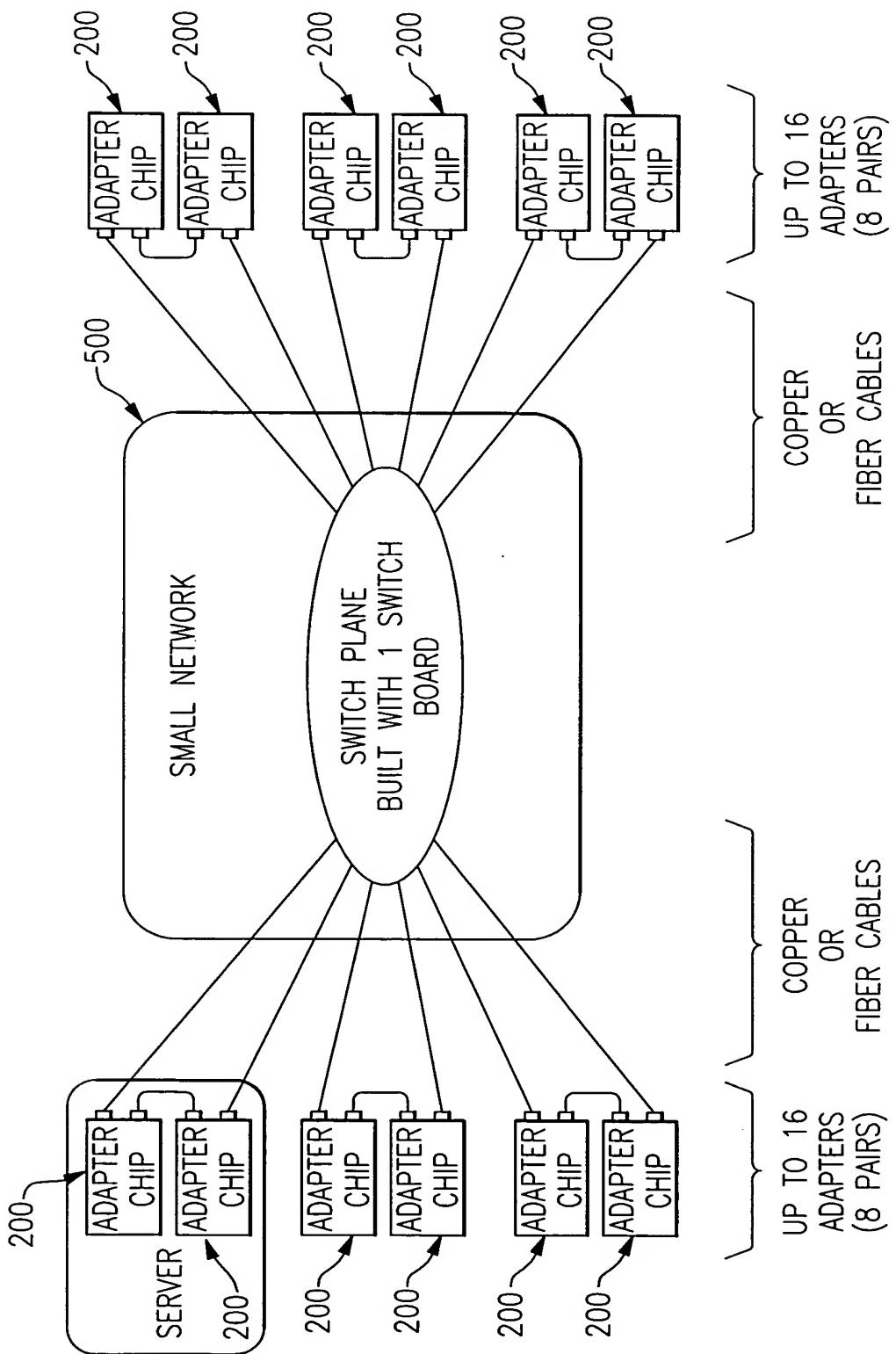


FIG.6

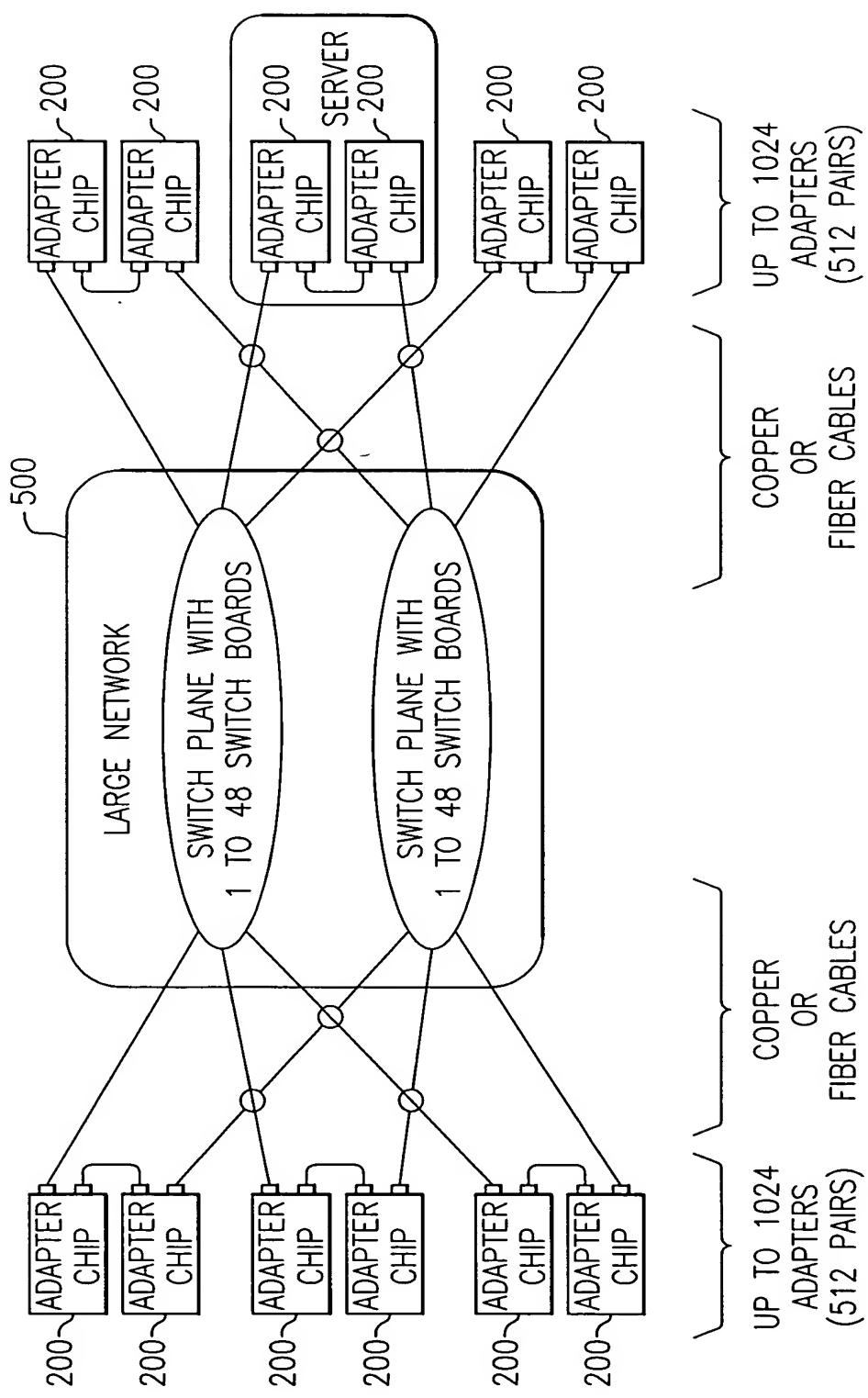


FIG. 7

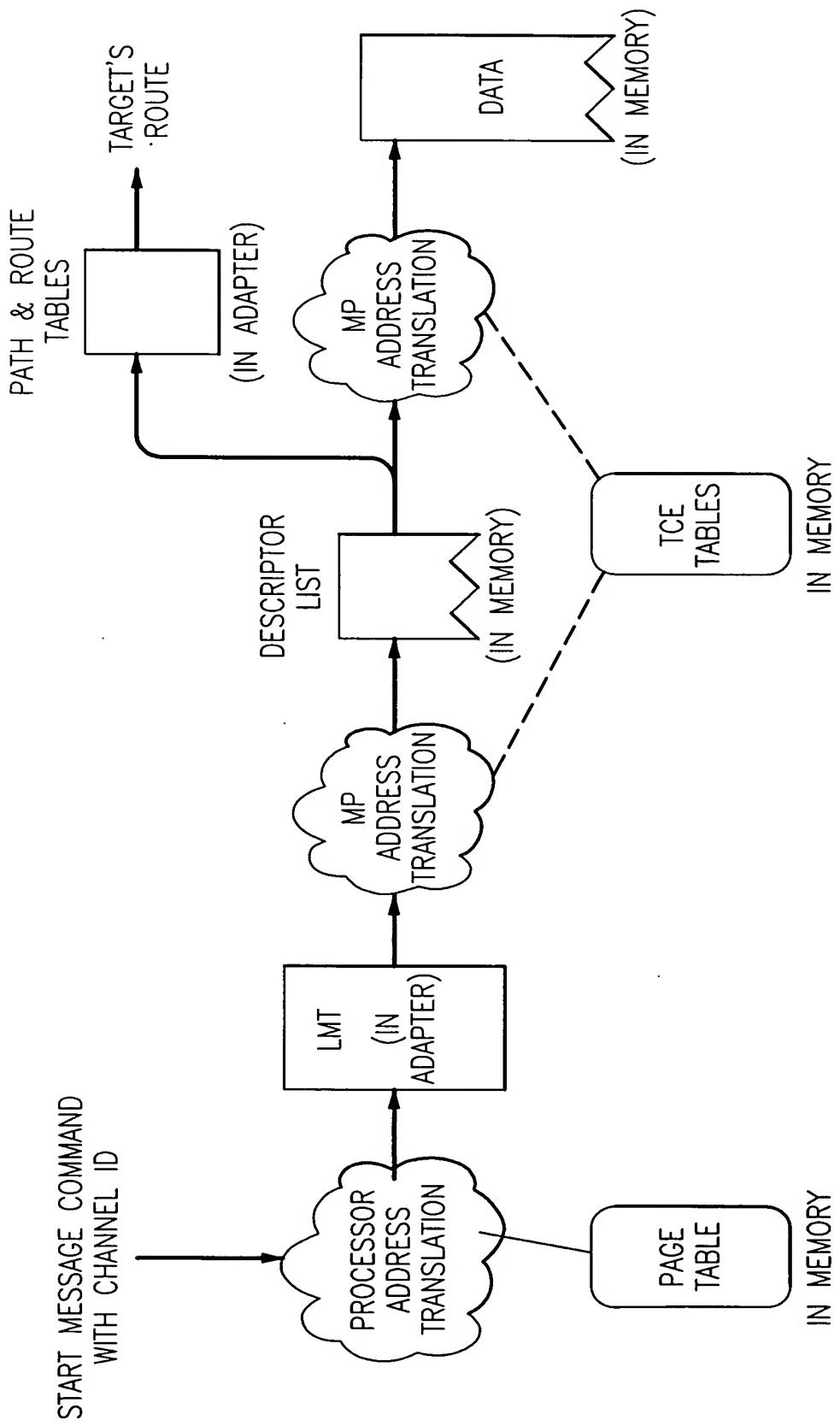


FIG.8

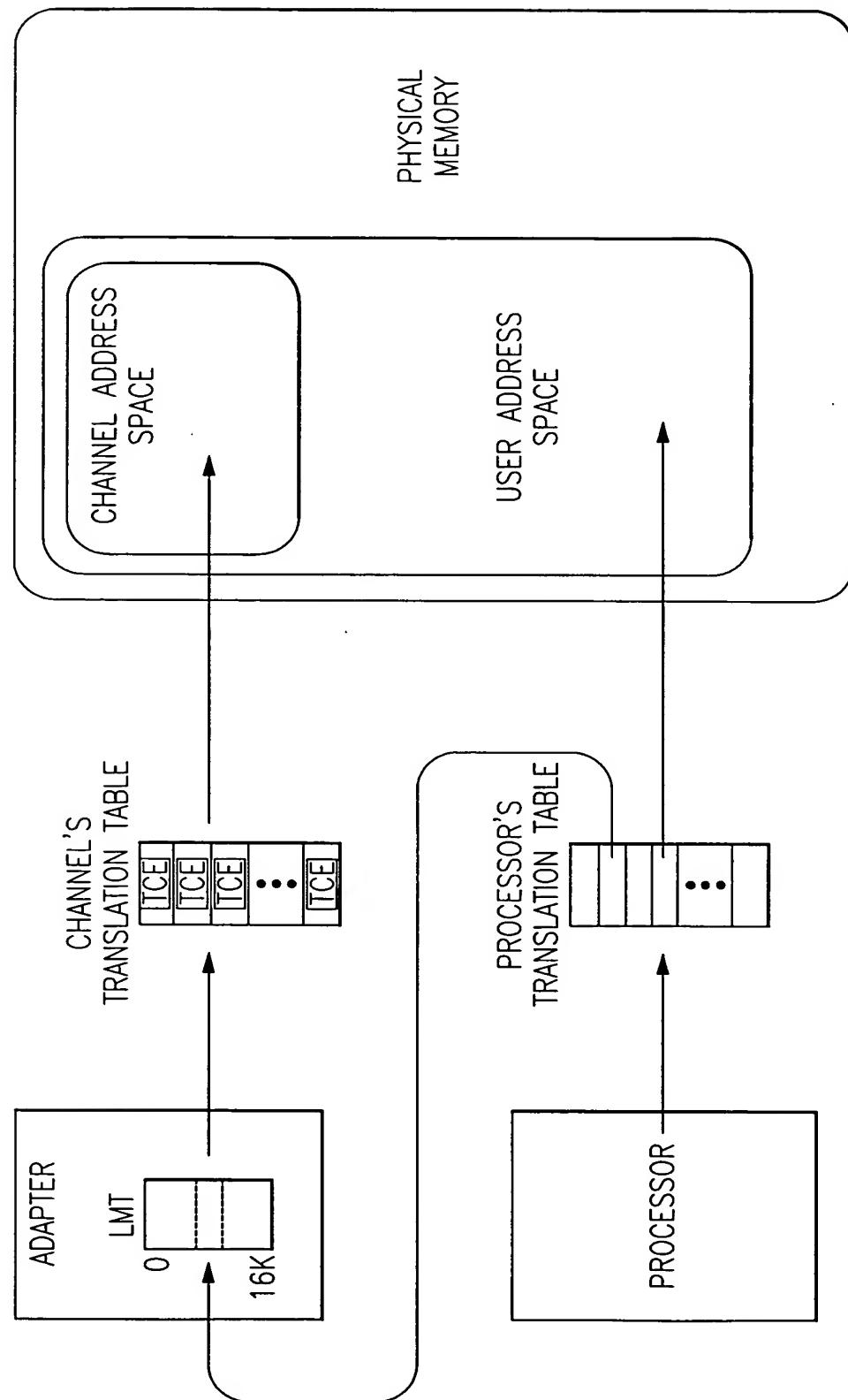


FIG.9

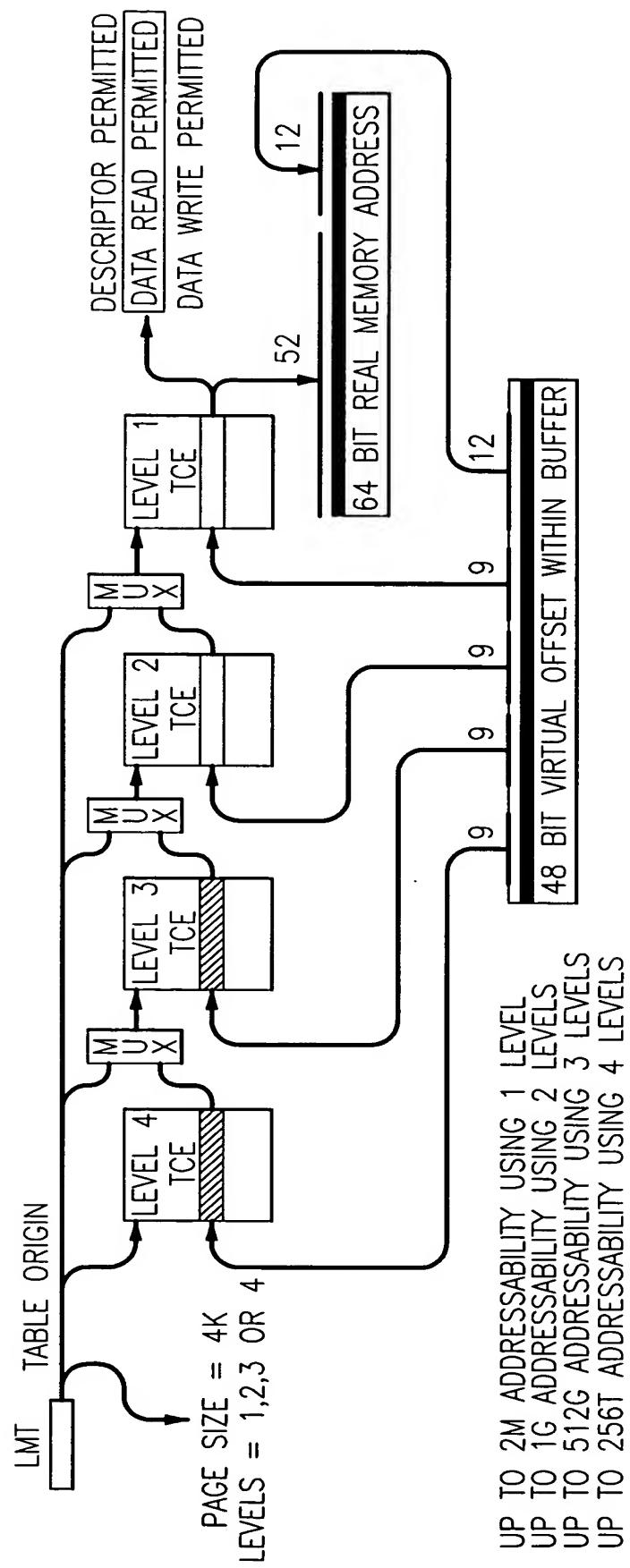


FIG.10

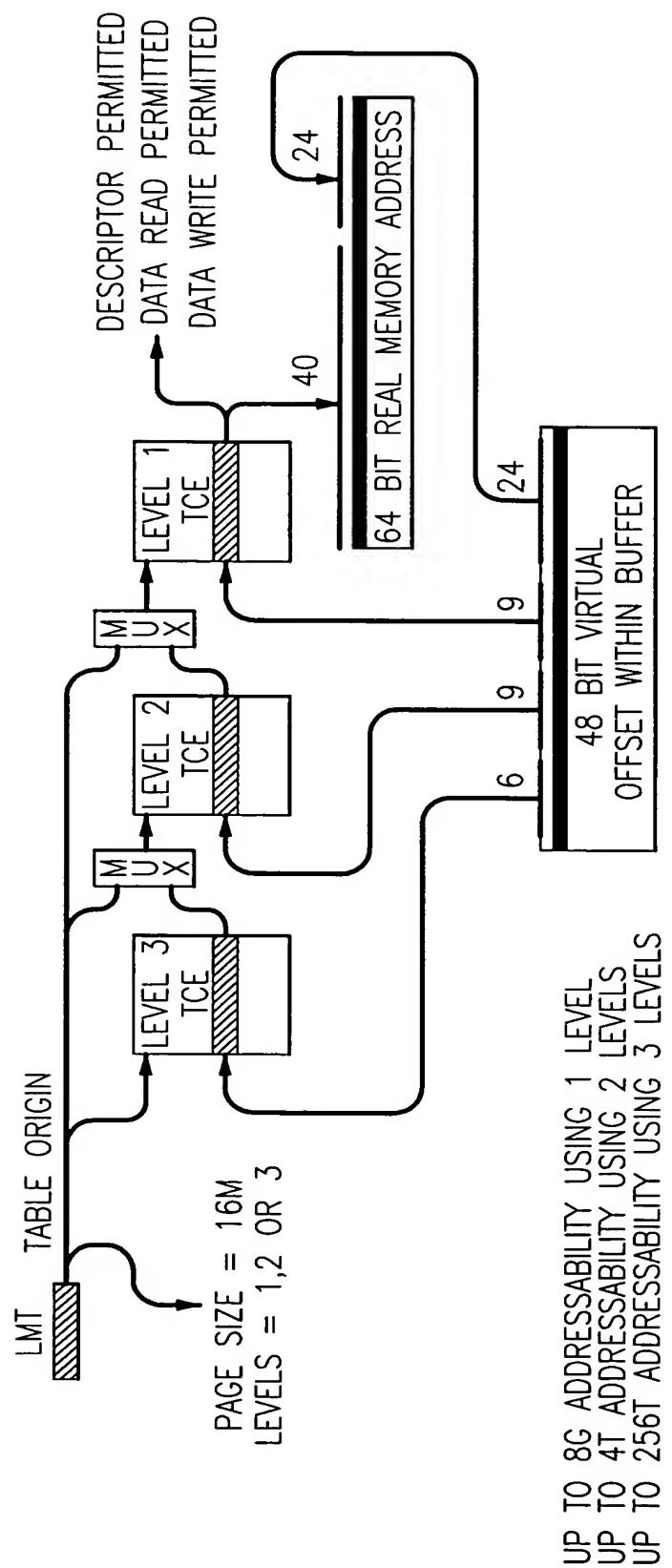


FIG.11

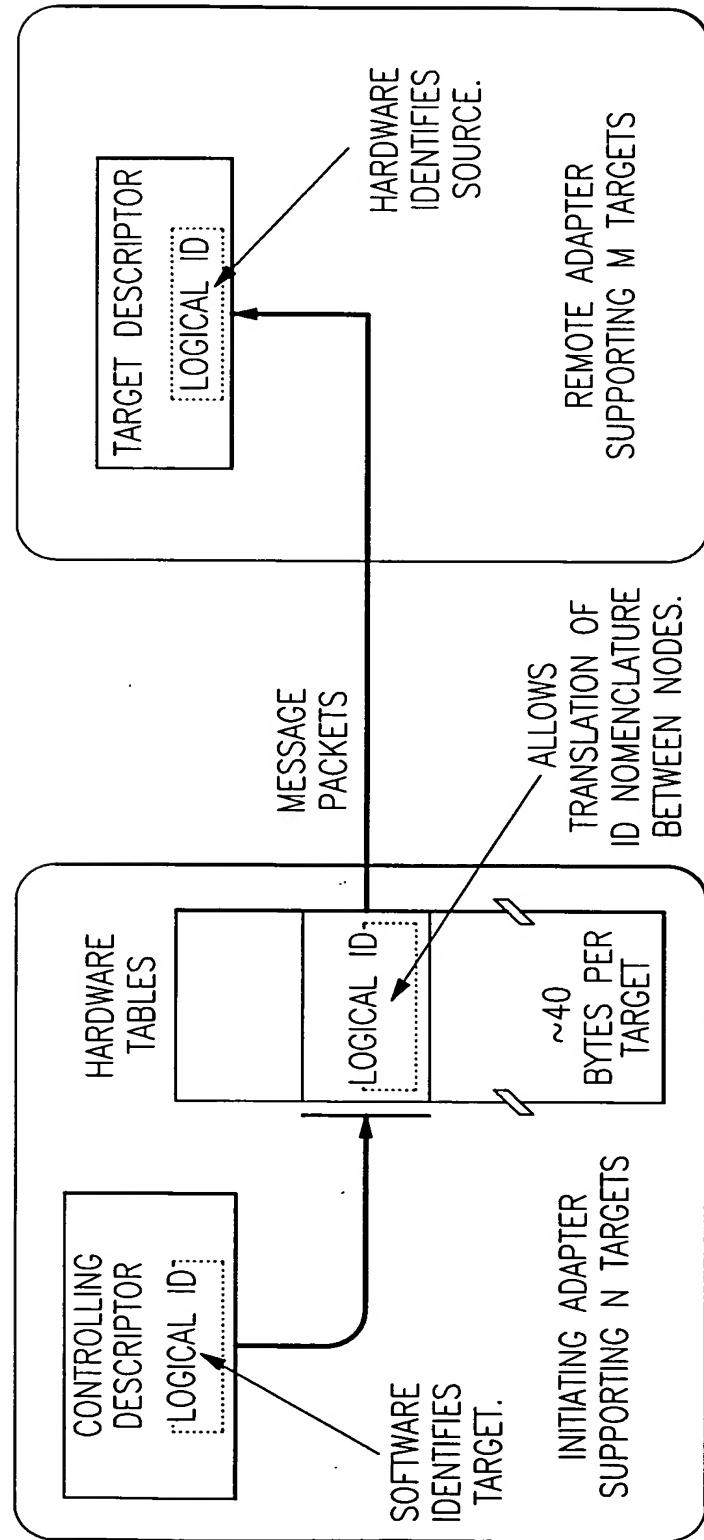


FIG.12

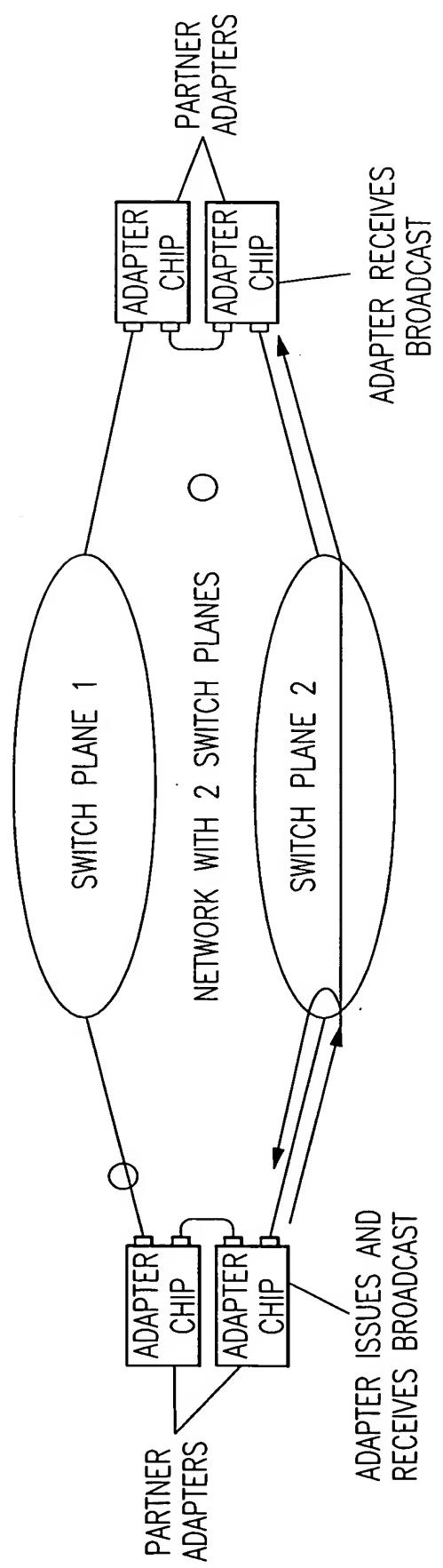


FIG.13

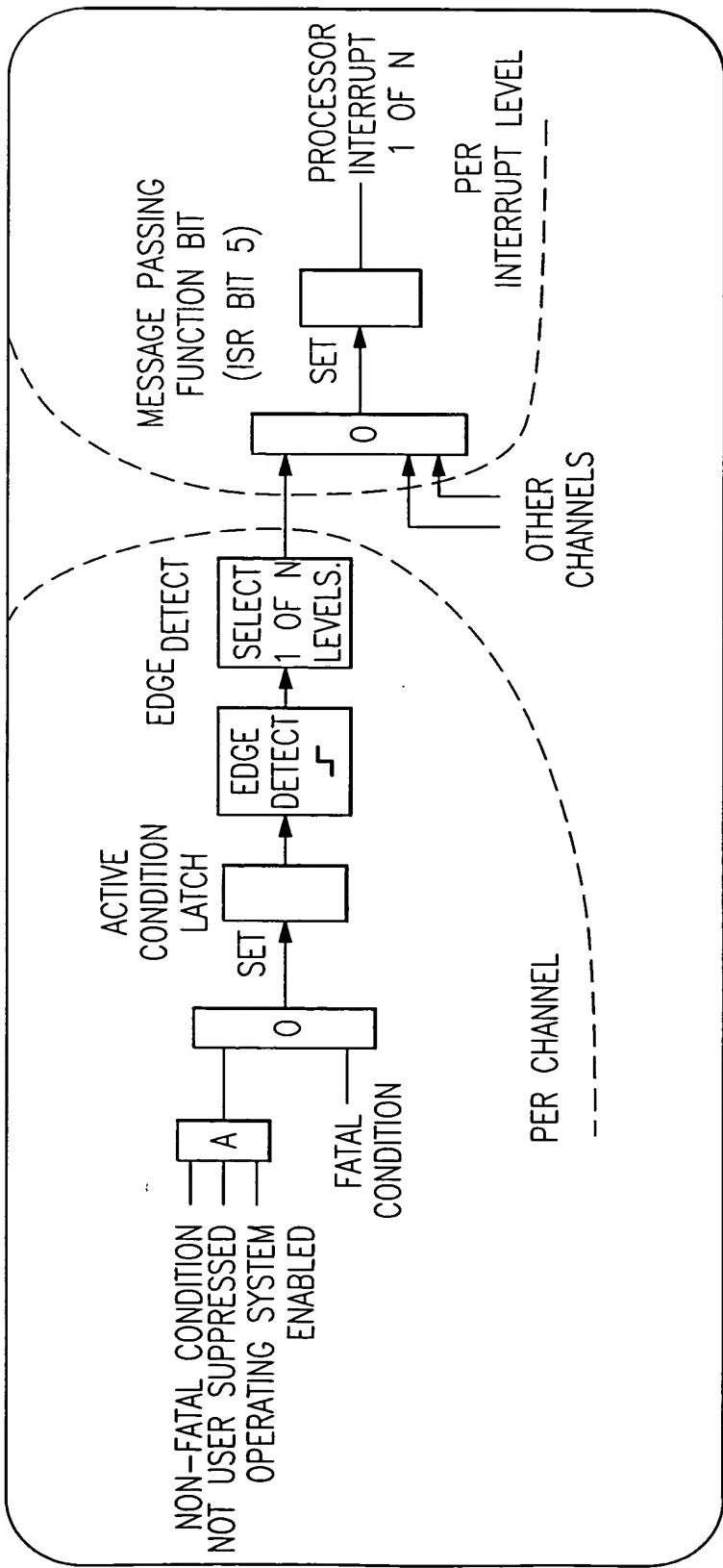


FIG.14

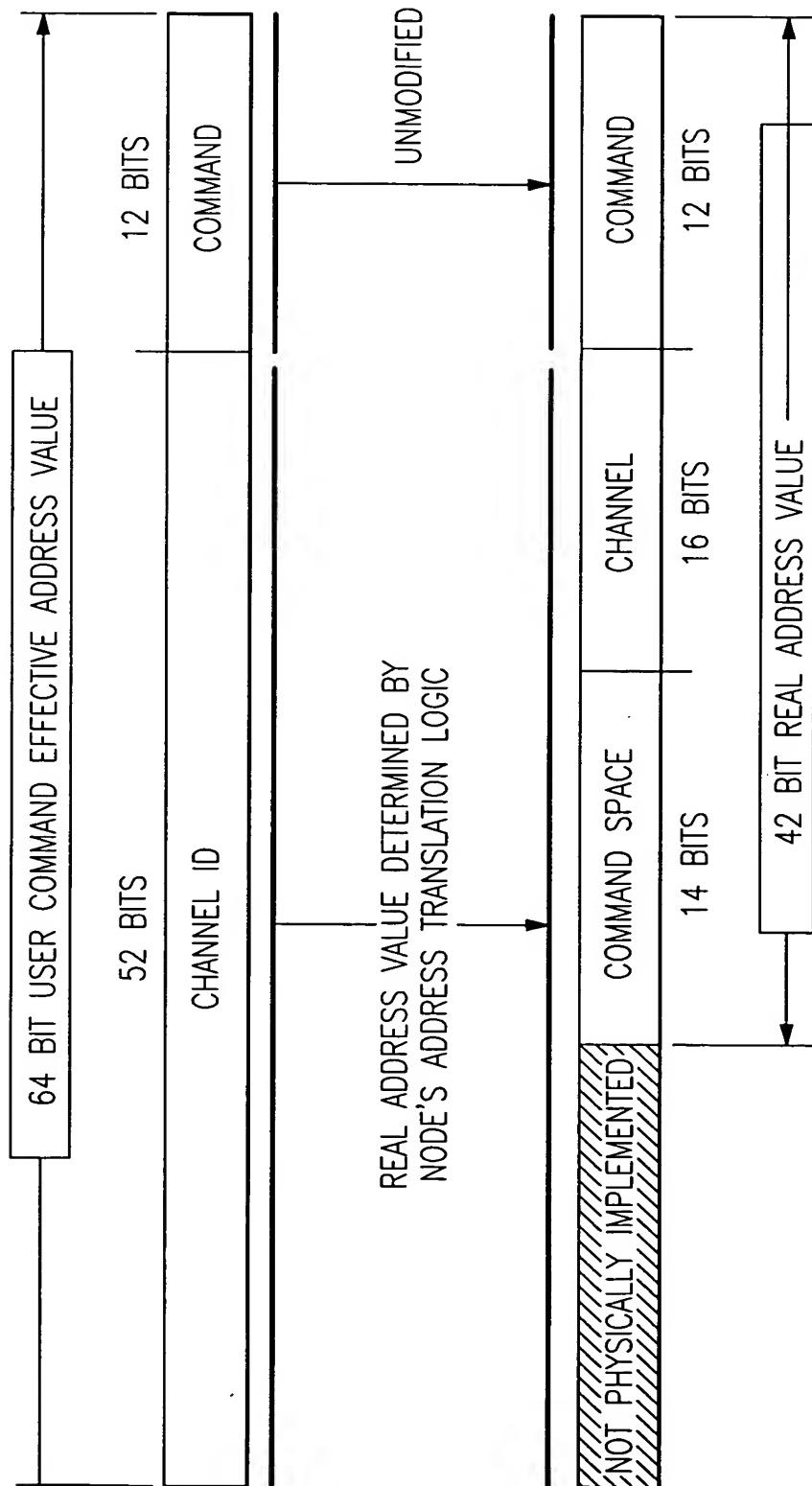


FIG.15

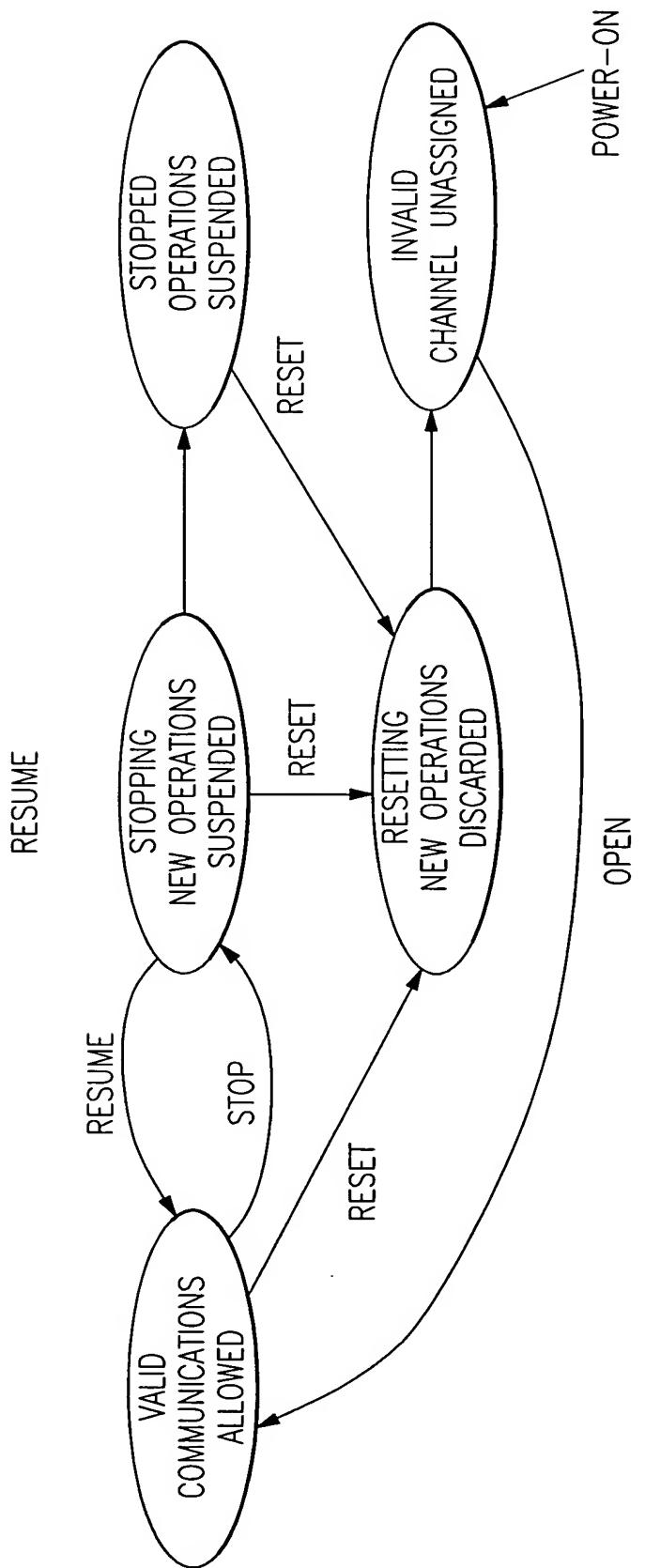


FIG.16

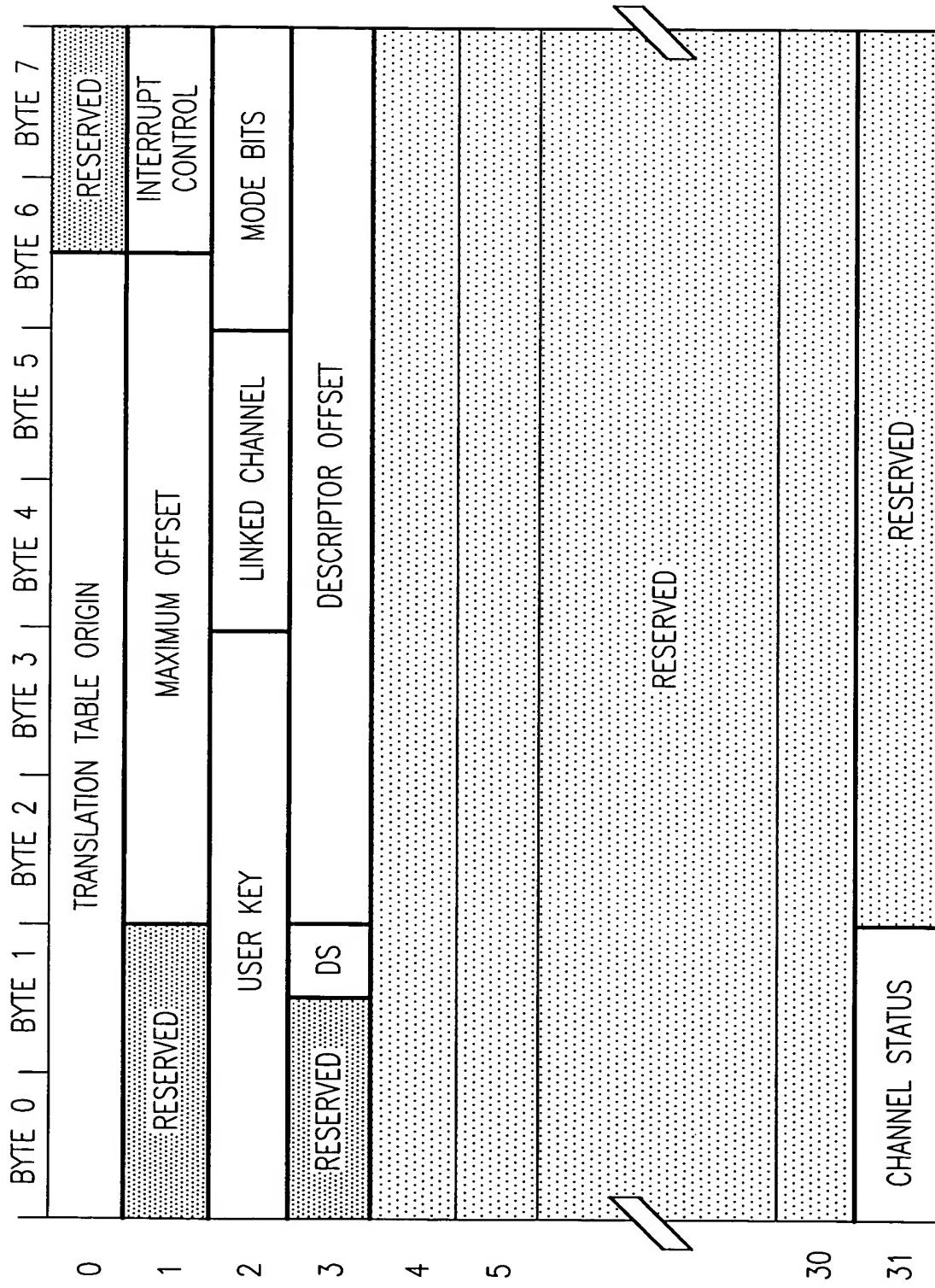


FIG.17

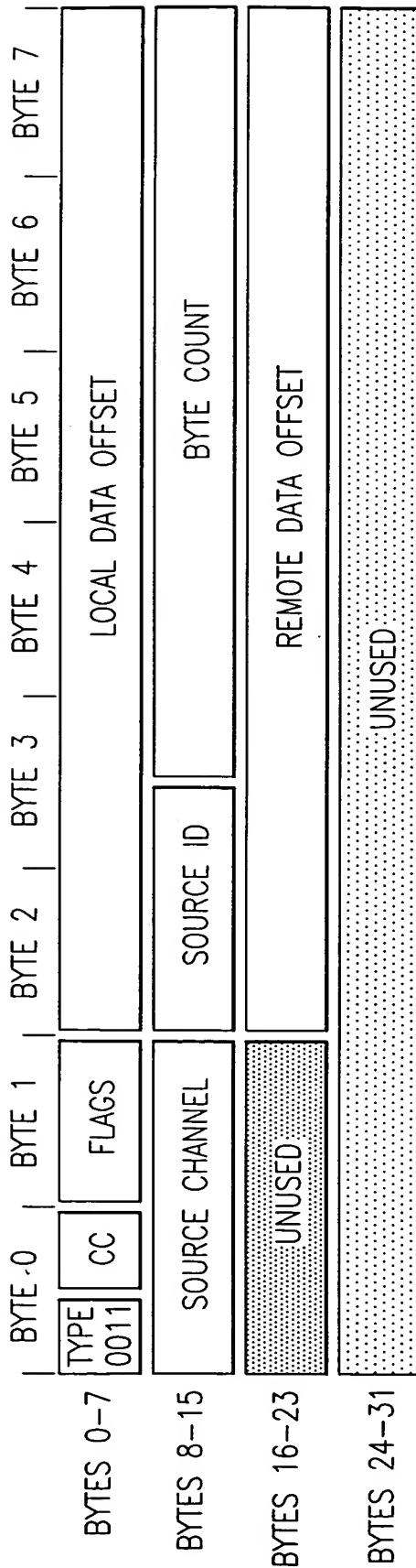
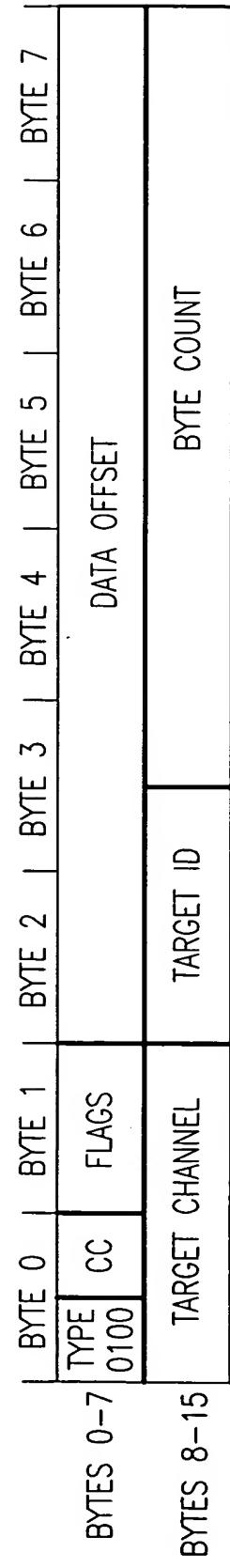
TCE FORMAT

BYTE 0	BYTE 1	BYTE 2	BYTE 3	BYTE 4	BYTE 5	BYTE 6	BYTE 7
PAGE POINTER							FLAGS

FIG.18

BYTE 0	BYTE 1	BYTE 2	BYTE 3	BYTE 4	BYTE 5	BYTE 6	BYTE 7				
TYPE 0010	CC	FLAGS	LOCAL DATA OFFSET								
BYTES 0-7		TARGET CHANNEL	TARGET ID	BYTE COUNT							
BYTES 8-15		UNUSED									
BYTES 16-23		REMOTE DATA OFFSET									
BYTES 24-31		UNUSED									

FIG.19

FIG.20FIG.21

BYTES 0-7	BYTE 0	BYTE 1	BYTE 2	BYTE 3	BYTE 4	BYTE 5	BYTE 6	BYTE 7
	TYPE 0101	CC	FLAGS					DATA OFFSET
BYTES 8-15	SOURCE CHANNEL		SOURCE ID					BYTE COUNT

FIG.22

BYTES 0-7	BYTE 0	BYTE 1	BYTE 2	BYTE 3	BYTE 4	BYTE 5	BYTE 6	BYTE 7
	TYPE 0110	CC	FLAGS					DATA OFFSET
BYTES 8-15	TARGET CHANNEL		TARGET ID					BYTE COUNT

FIG.23

BYTES 0-7		BYTE 0	BYTE 1	BYTE 2	BYTE 3	BYTE 4	BYTE 5	BYTE 6	BYTE 7
TYPE 0111	CC	FLAGS							
BYTES 8-15		SOURCE CHANNEL							
		SOURCE ID							

FIG.24

BYTES 0-7		BYTE 0	BYTE 1	BYTE 2	BYTE 3	BYTE 4	BYTE 5	BYTE 6	BYTE 7
TYPE 1000	UNUSED	DATA OFFSET							
BYTES 8-15		BYTE COUNT							
		UNUSED							

FIG.25

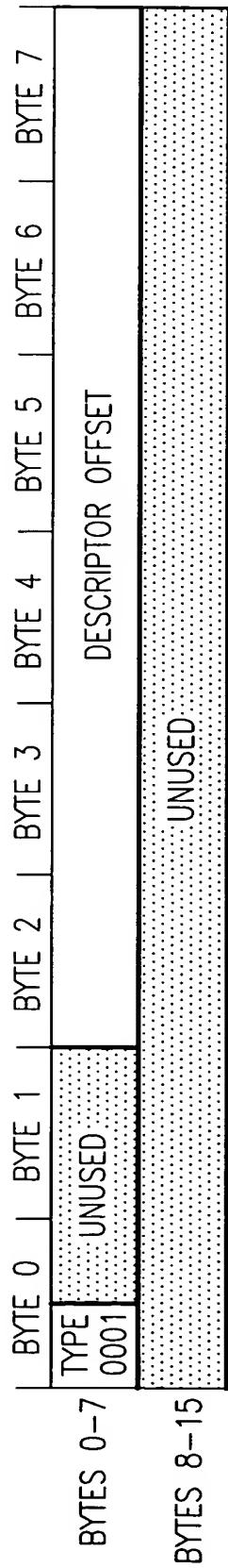


FIG.26

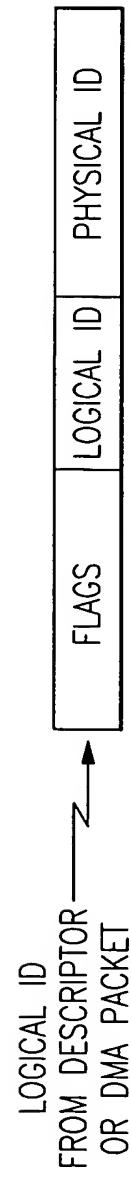


FIG.27

	BYTE 0	BYTE 1	BYTE 2	BYTE 3	BYTE 4	BYTE 5	BYTE 6	BYTE 7
PATH 0	0000	ROUTE NIBBLES						PORT
PATH 1	0000	ROUTE NIBBLES						PORT
PATH 2	0000	ROUTE NIBBLES						PORT
PATH 3	0000	ROUTE NIBBLES						PORT

FIG. 28

	REGISTER 0	REGISTER 1	REGISTER 2	REGISTER 3
BYTE 0	LOOKUP TABLE INDEX	LOOKUP TABLE INDEX	LOOKUP TABLE INDEX	LOOKUP TABLE INDEX
BYTE 1				
BYTE 2				
PORT				

FIG. 29

The diagram illustrates a bidirectional communication structure between a Remote Logical ID and a Descriptor or Incoming Packet. The structure consists of two main sections: REQUEST PACKETS and RESPONSE PACKETS.

REQUEST PACKETS:

- Byte 0: SEND
- Byte 1: RECEIVE
- Byte 2: ECHO

RESPONSE PACKETS:

- Byte 0: SEND
- Byte 1: RECEIVE
- Byte 2: ECHO

A curved arrow points from the label "FROM DESCRIPTOR OR INCOMING PACKET" to the boundary between the REQUEST and RESPONSE sections.

FIG. 30

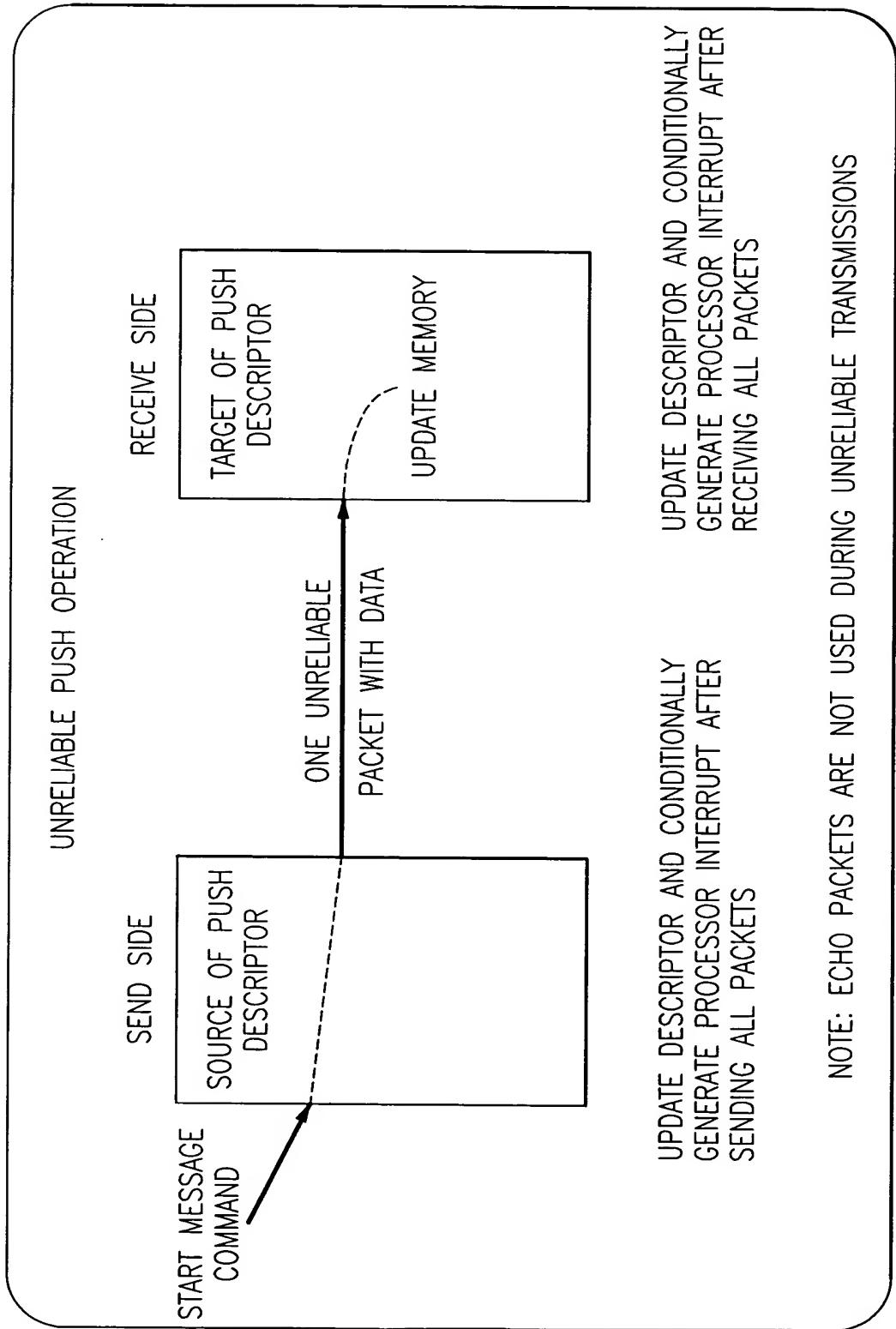


FIG.31

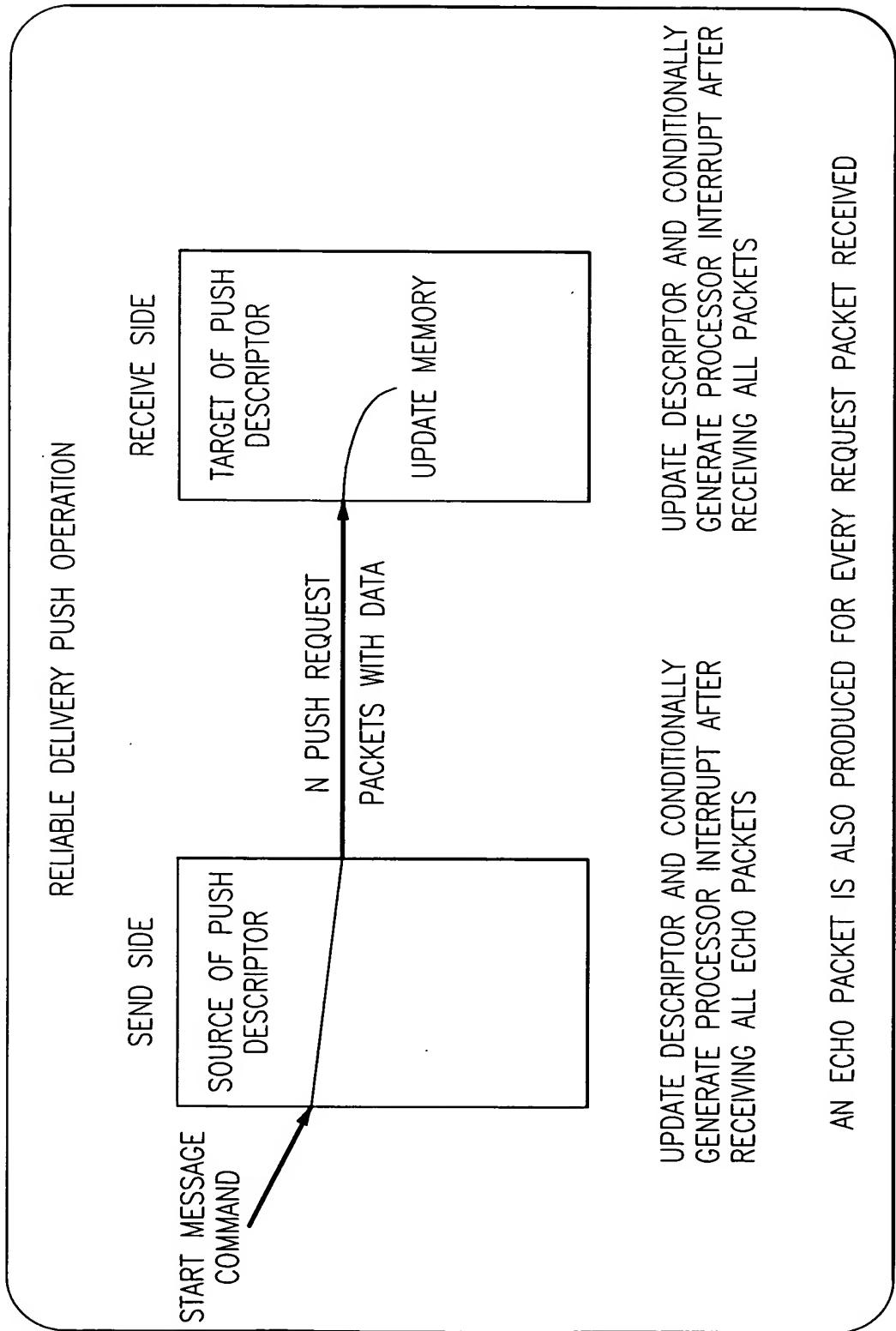


FIG.32

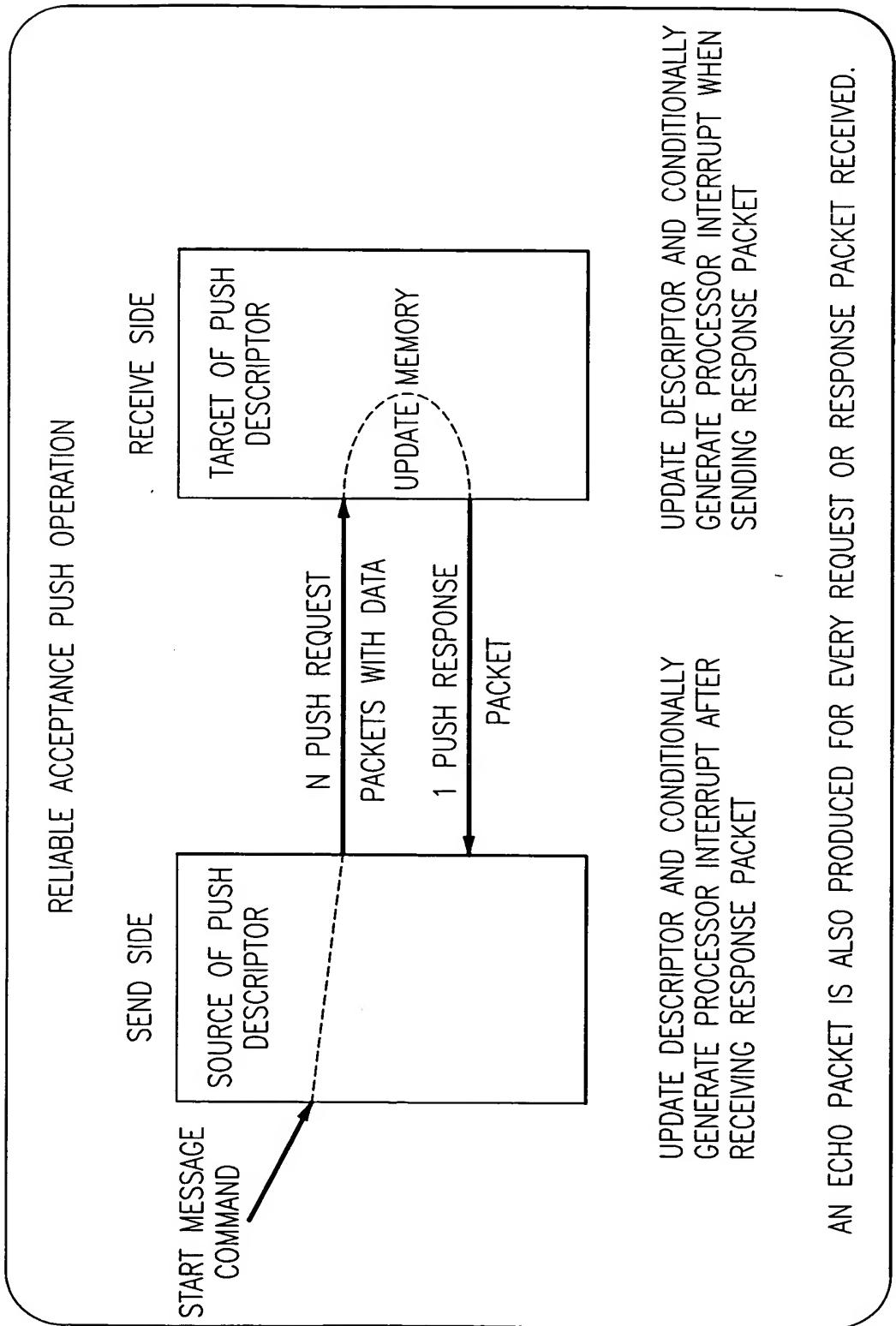


FIG.33

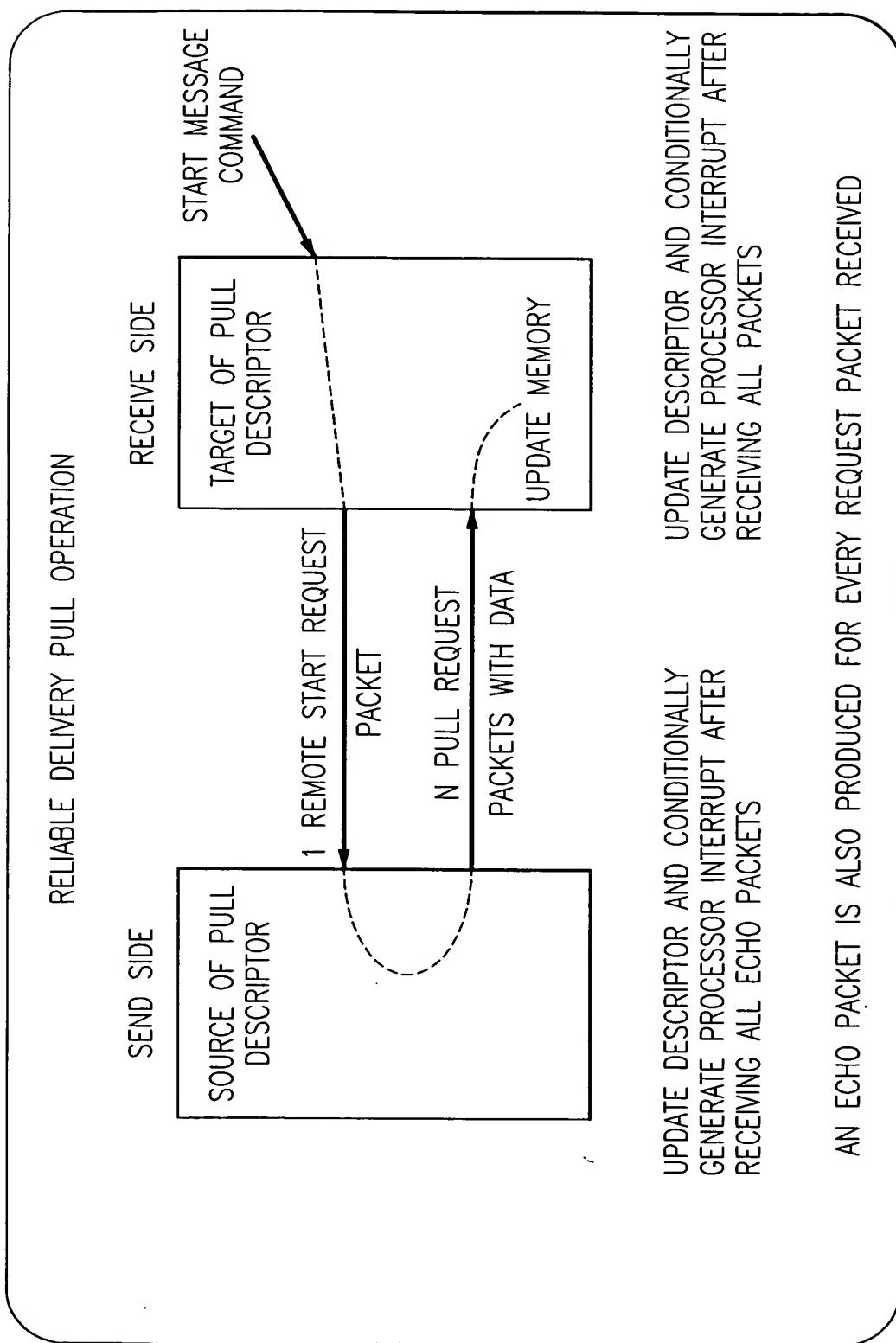


FIG.34

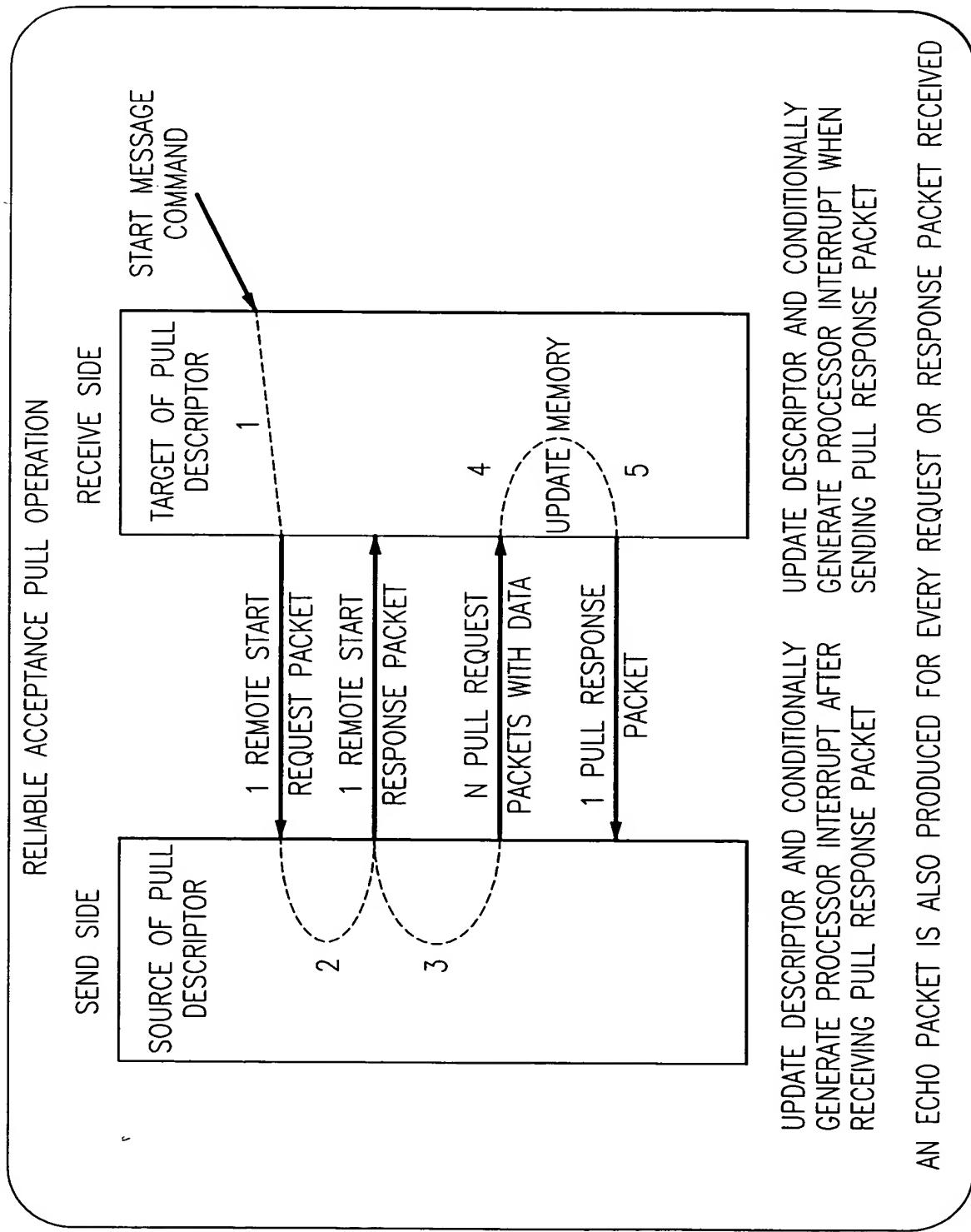


FIG.35

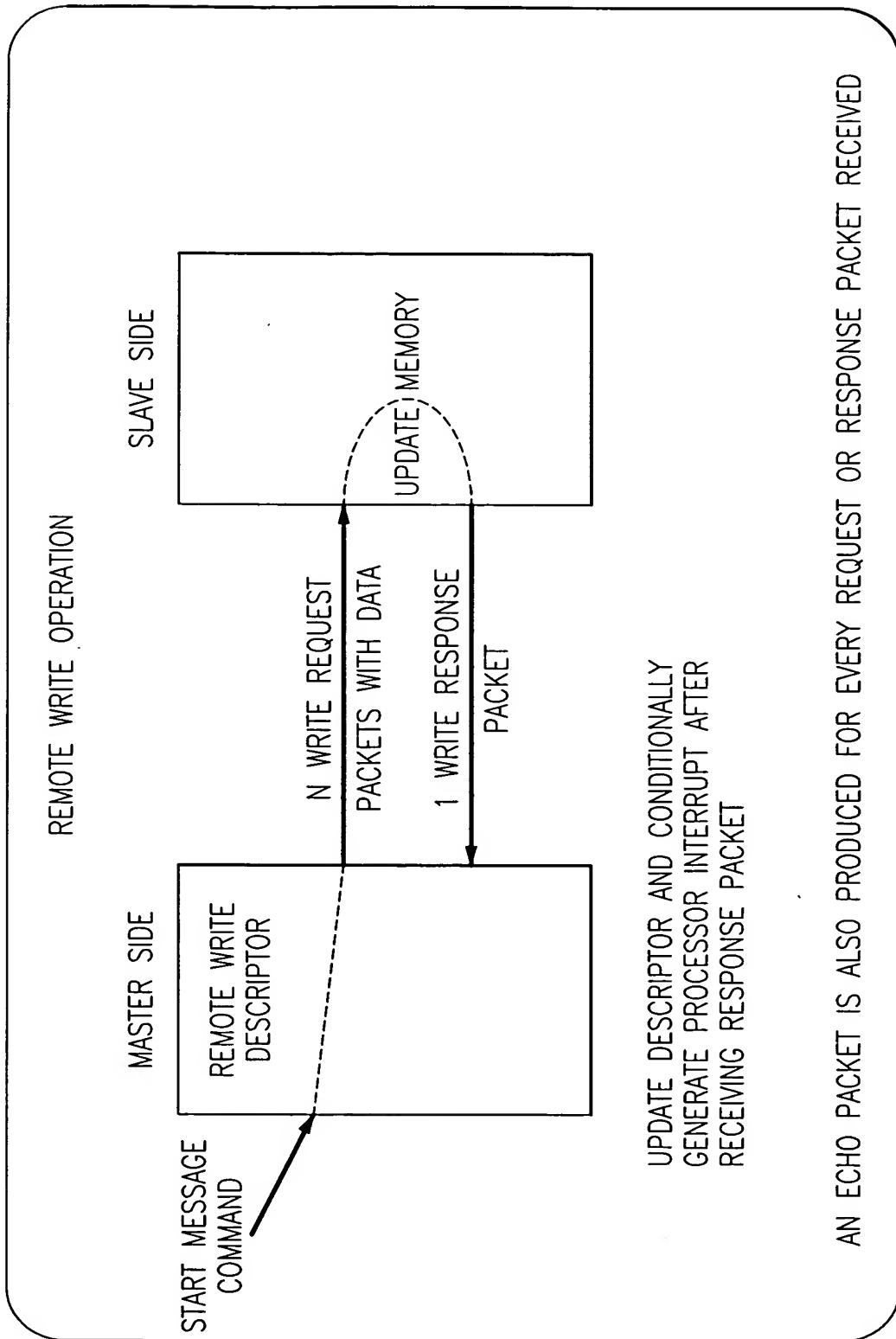


FIG.36

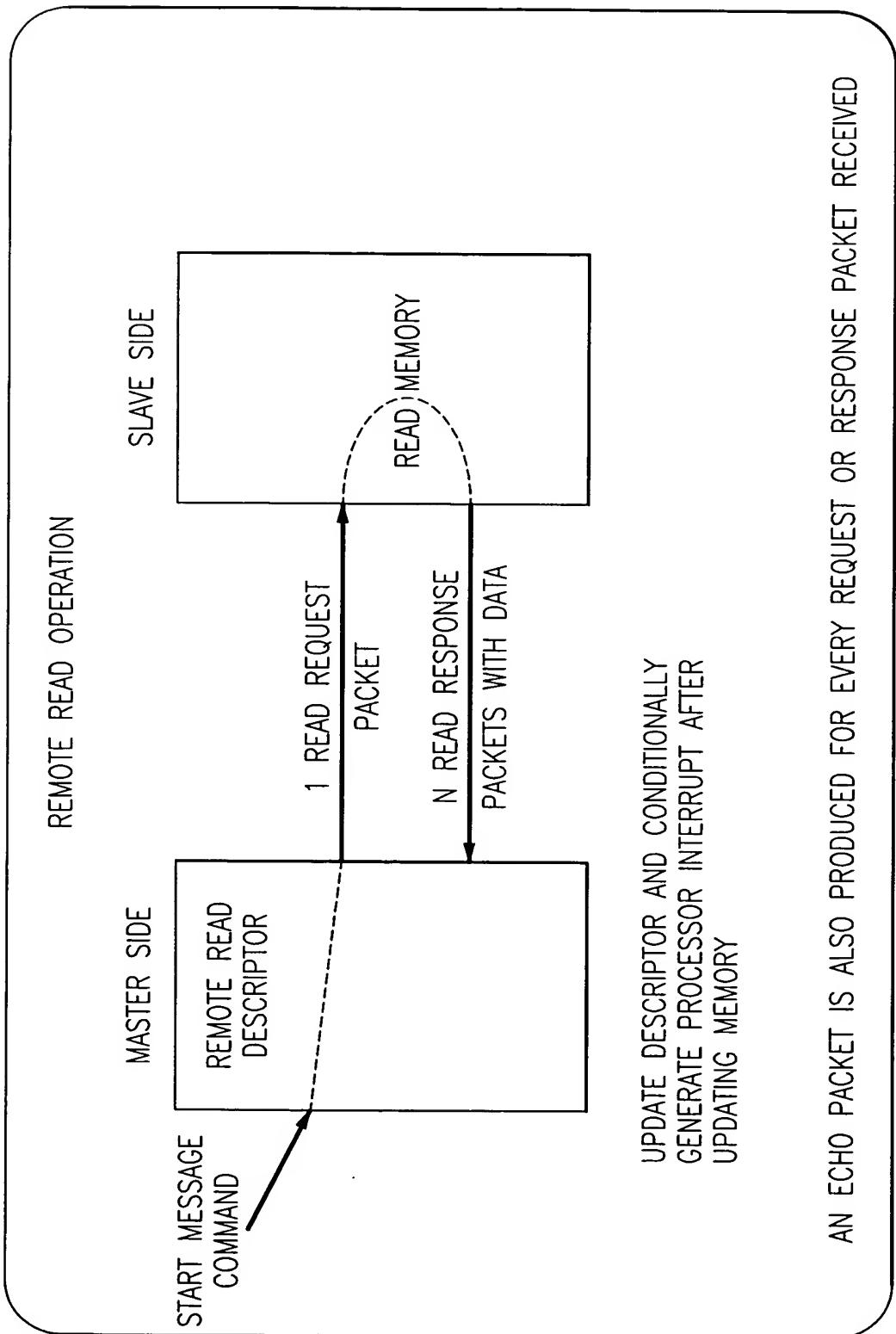


FIG.37

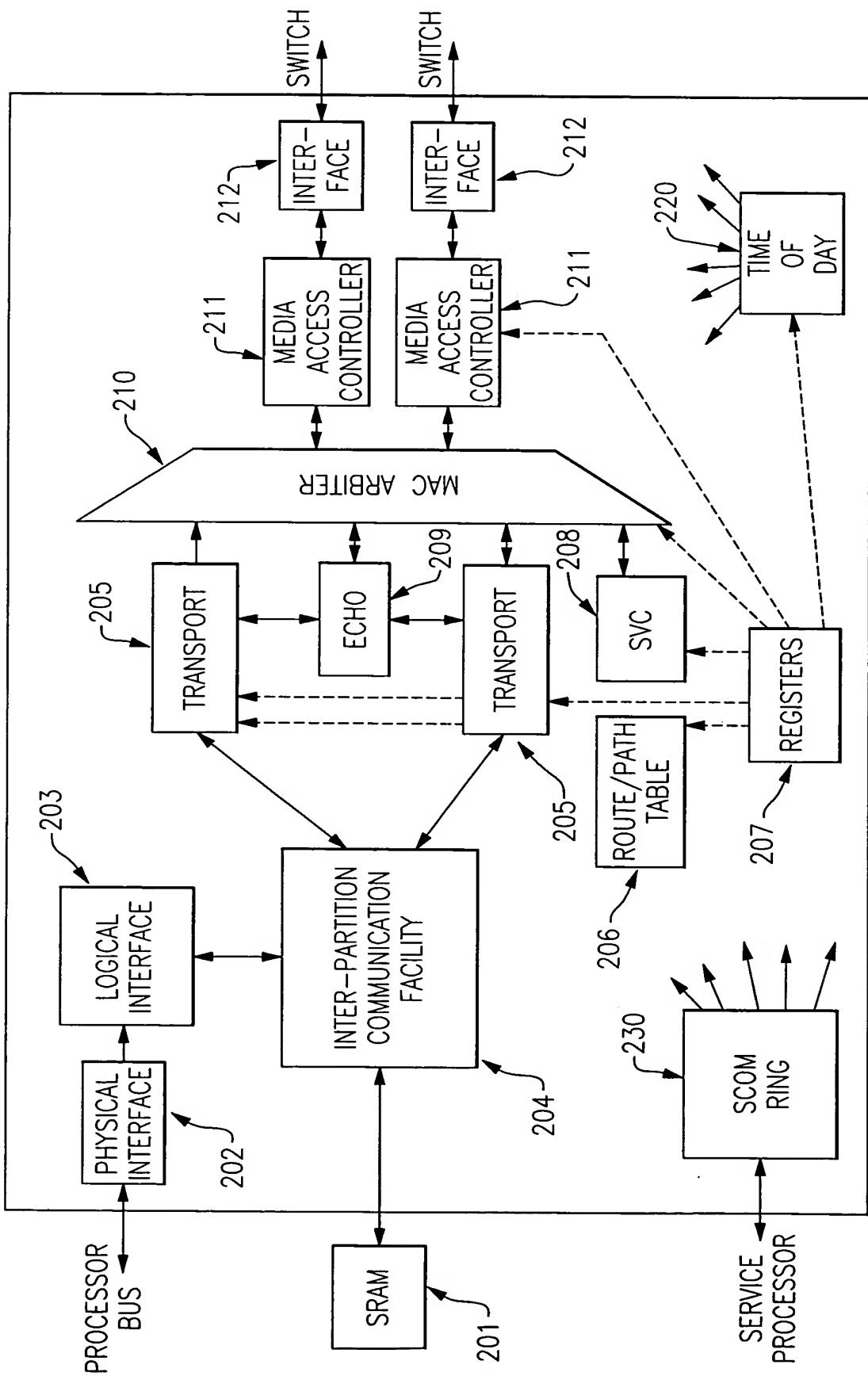


FIG.38

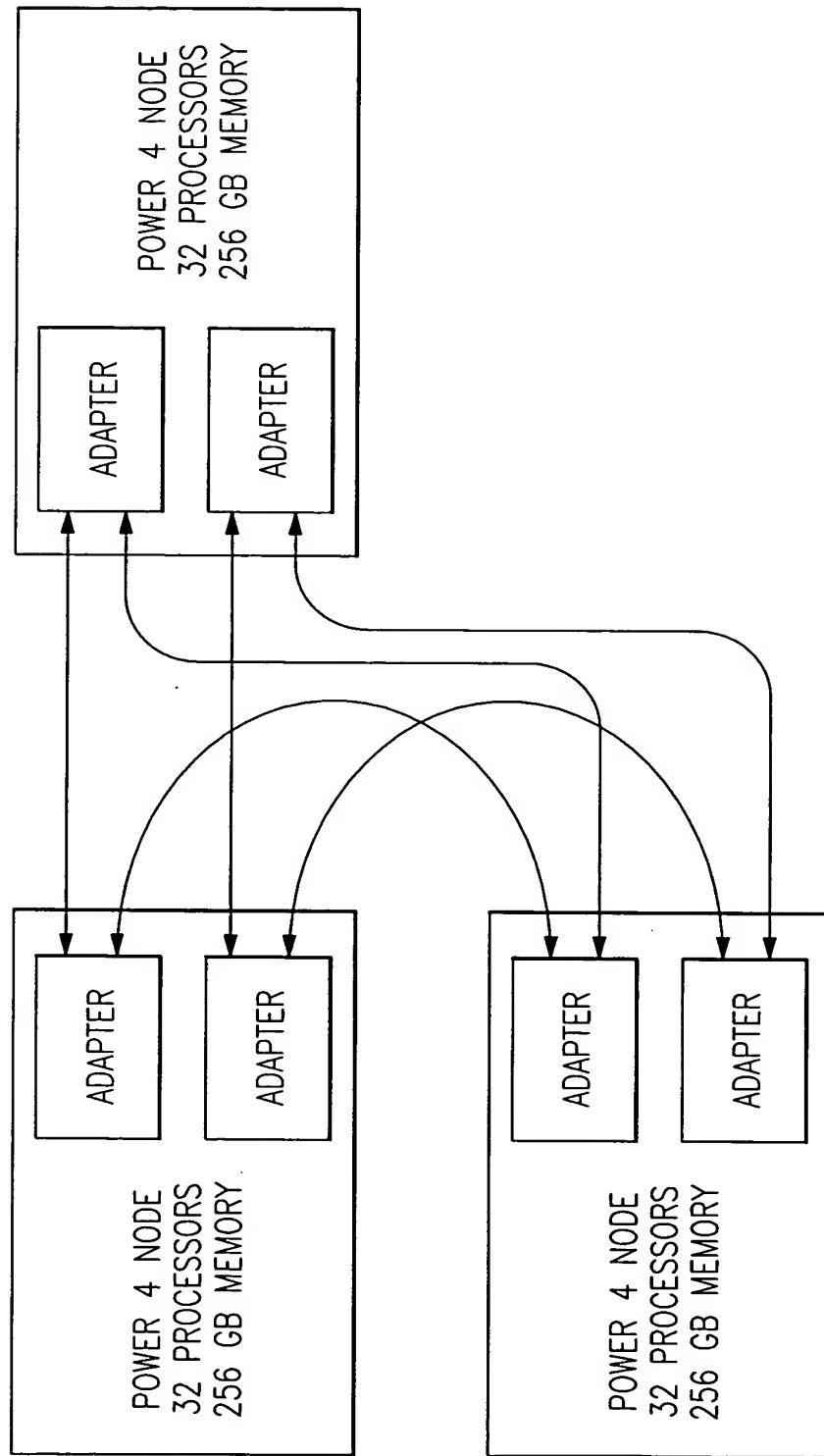


FIG.39

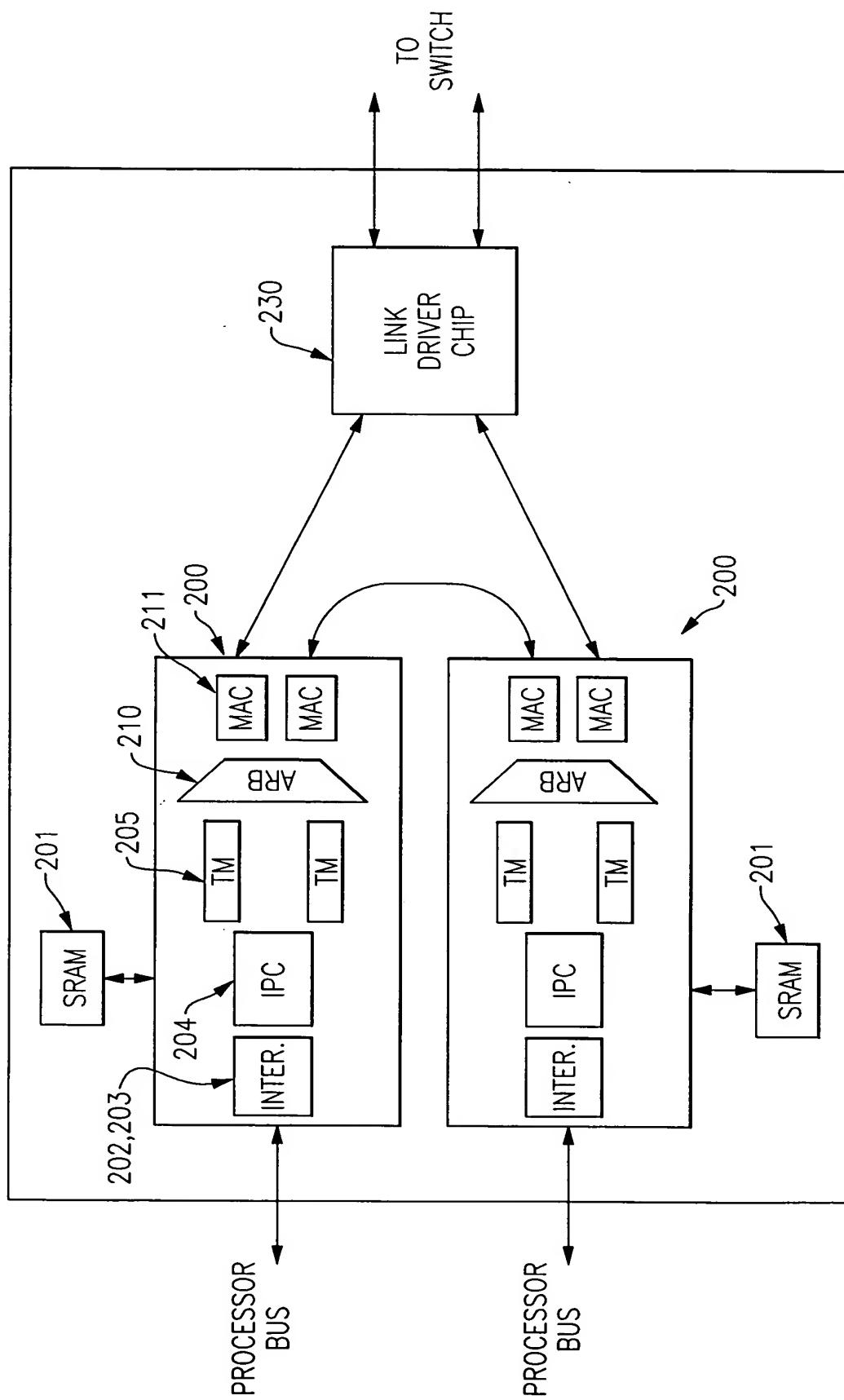


FIG.40

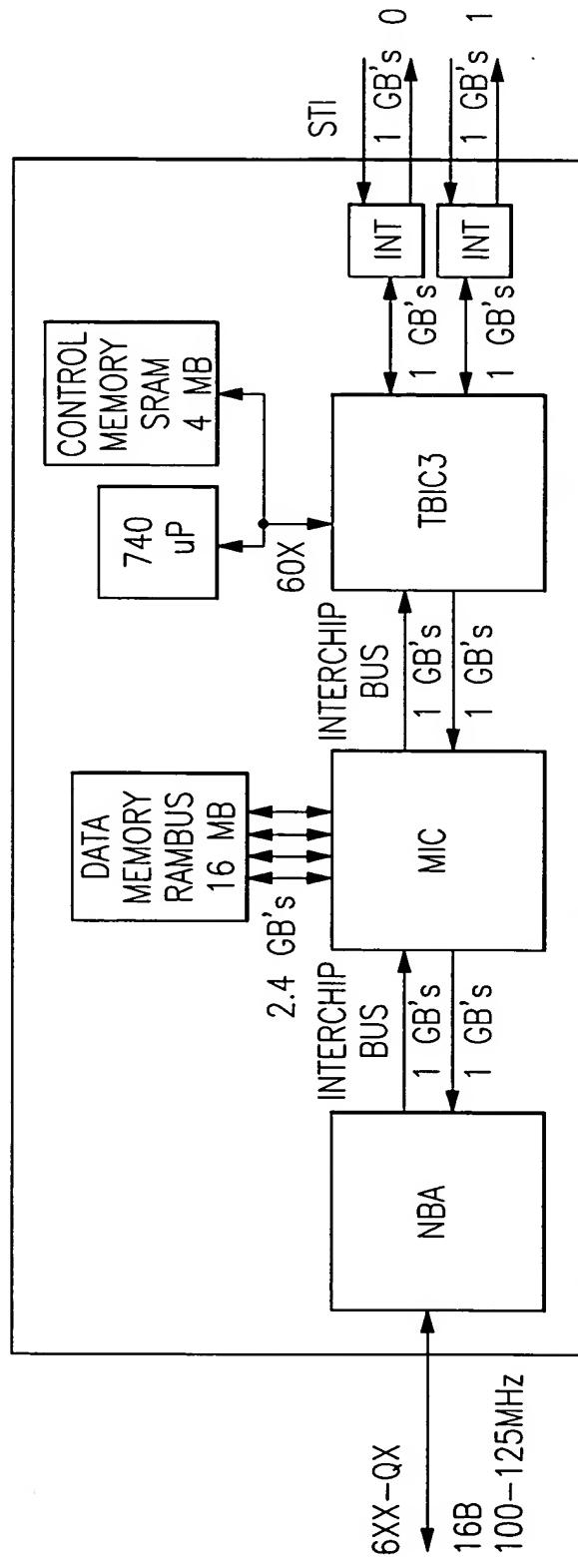


FIG.41

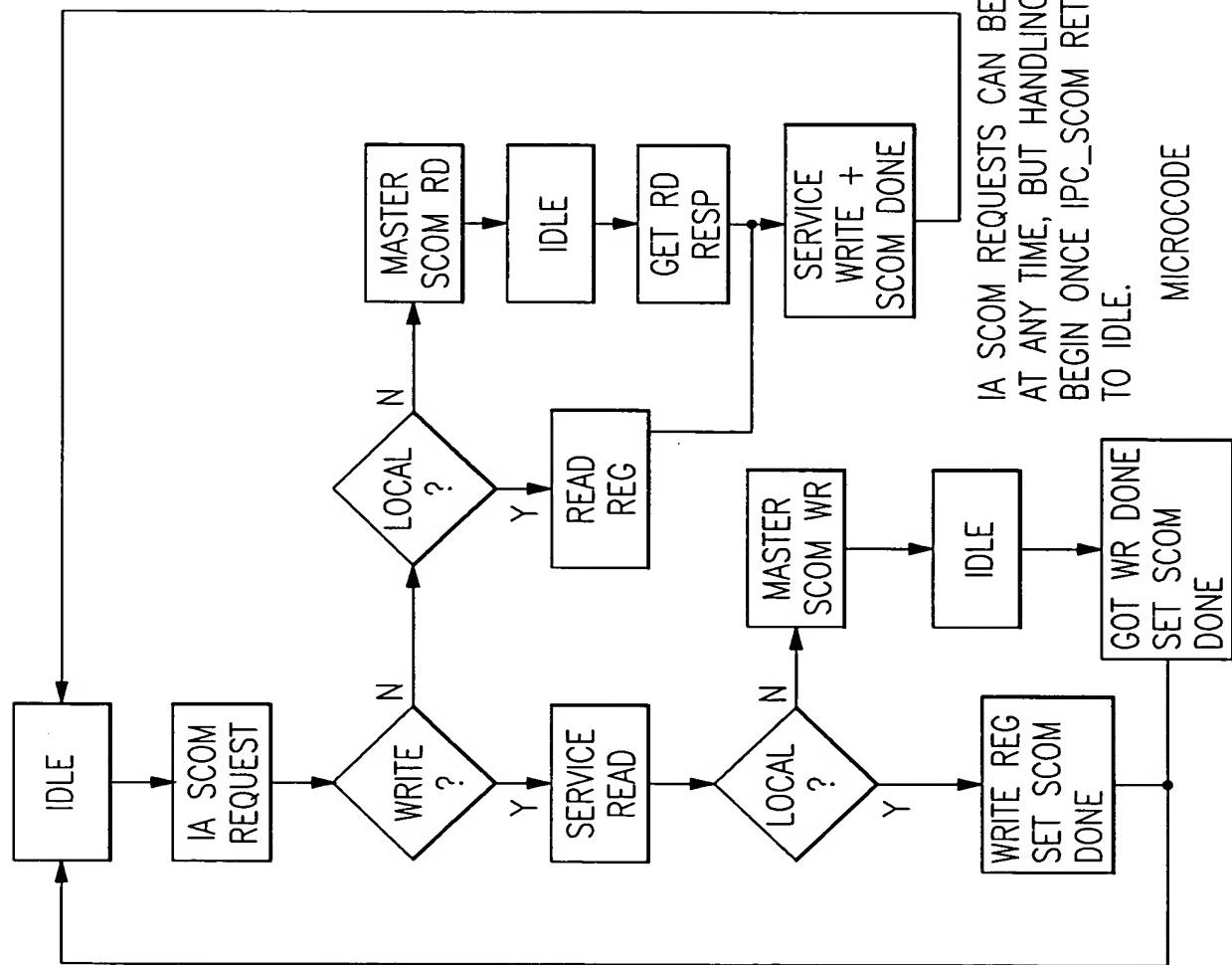


FIG.42

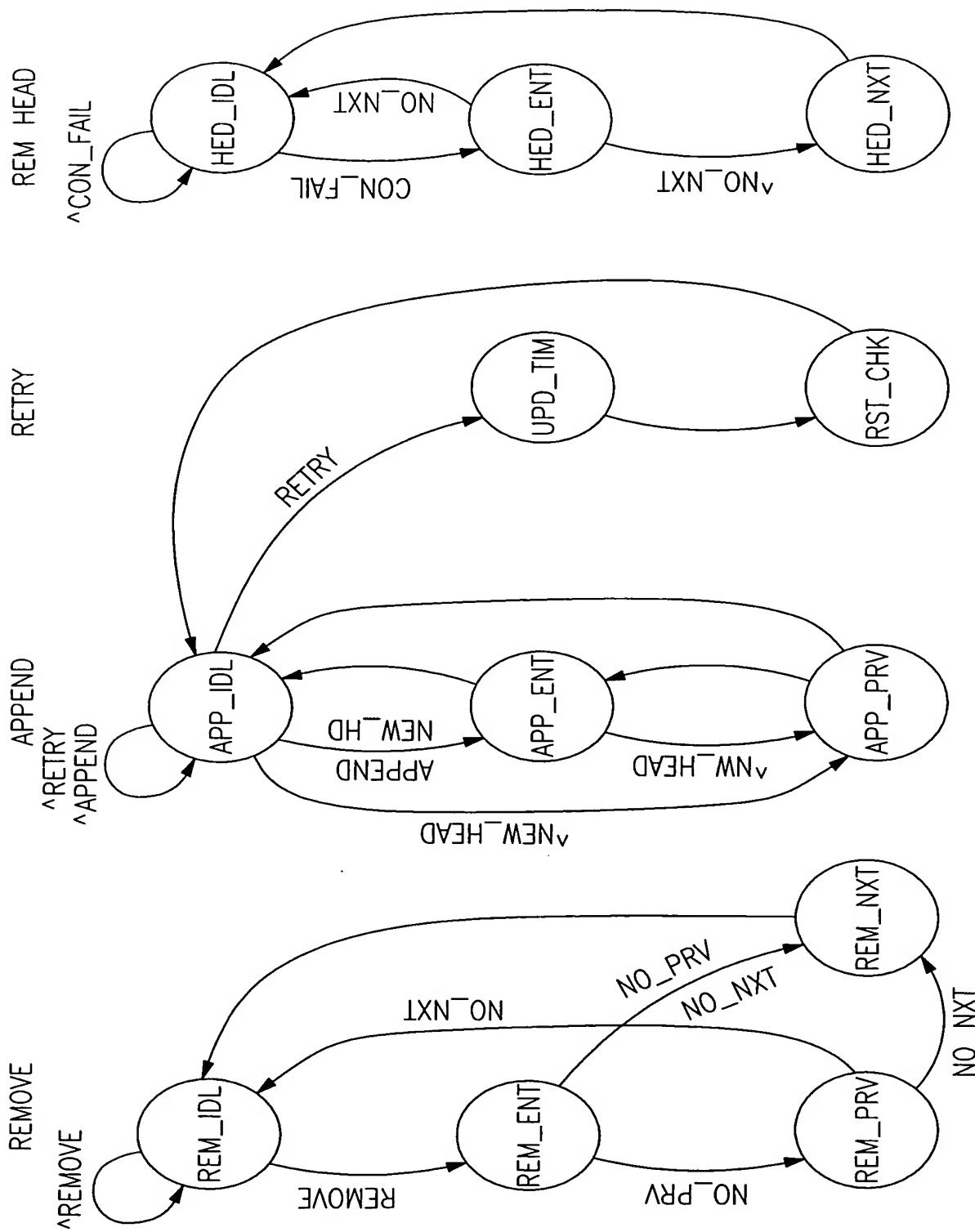


FIG.43

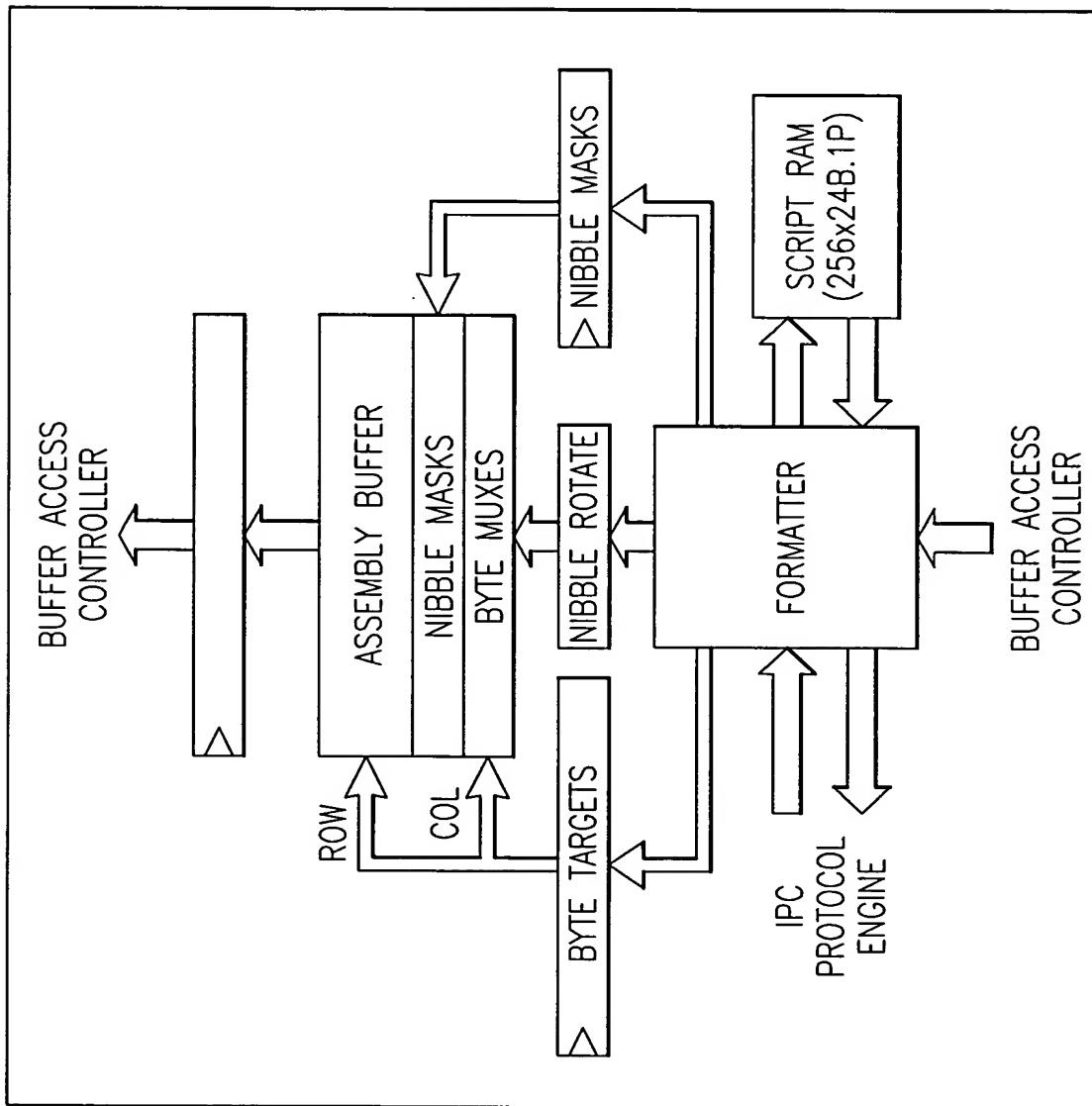


FIG.44

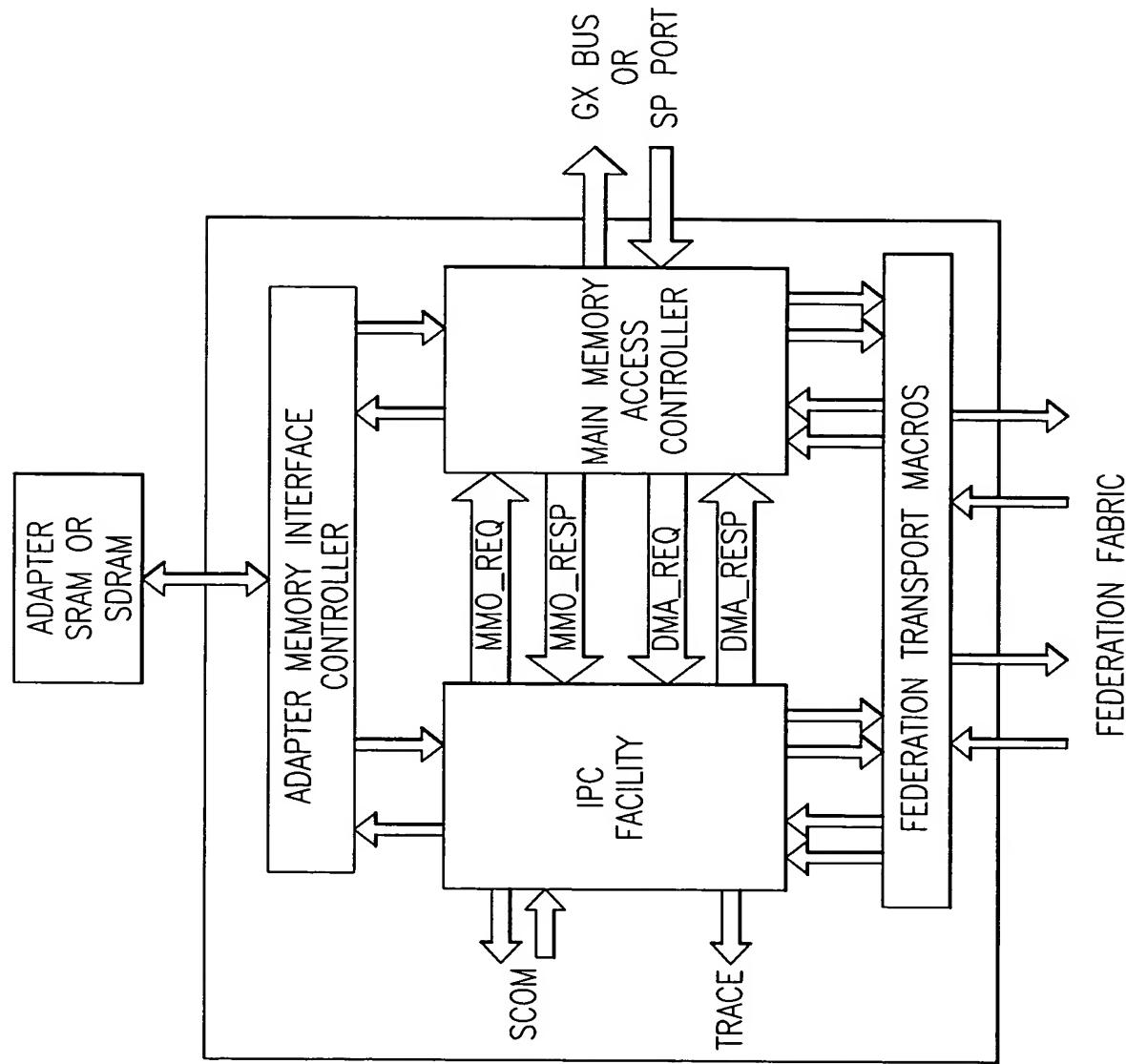


FIG.45

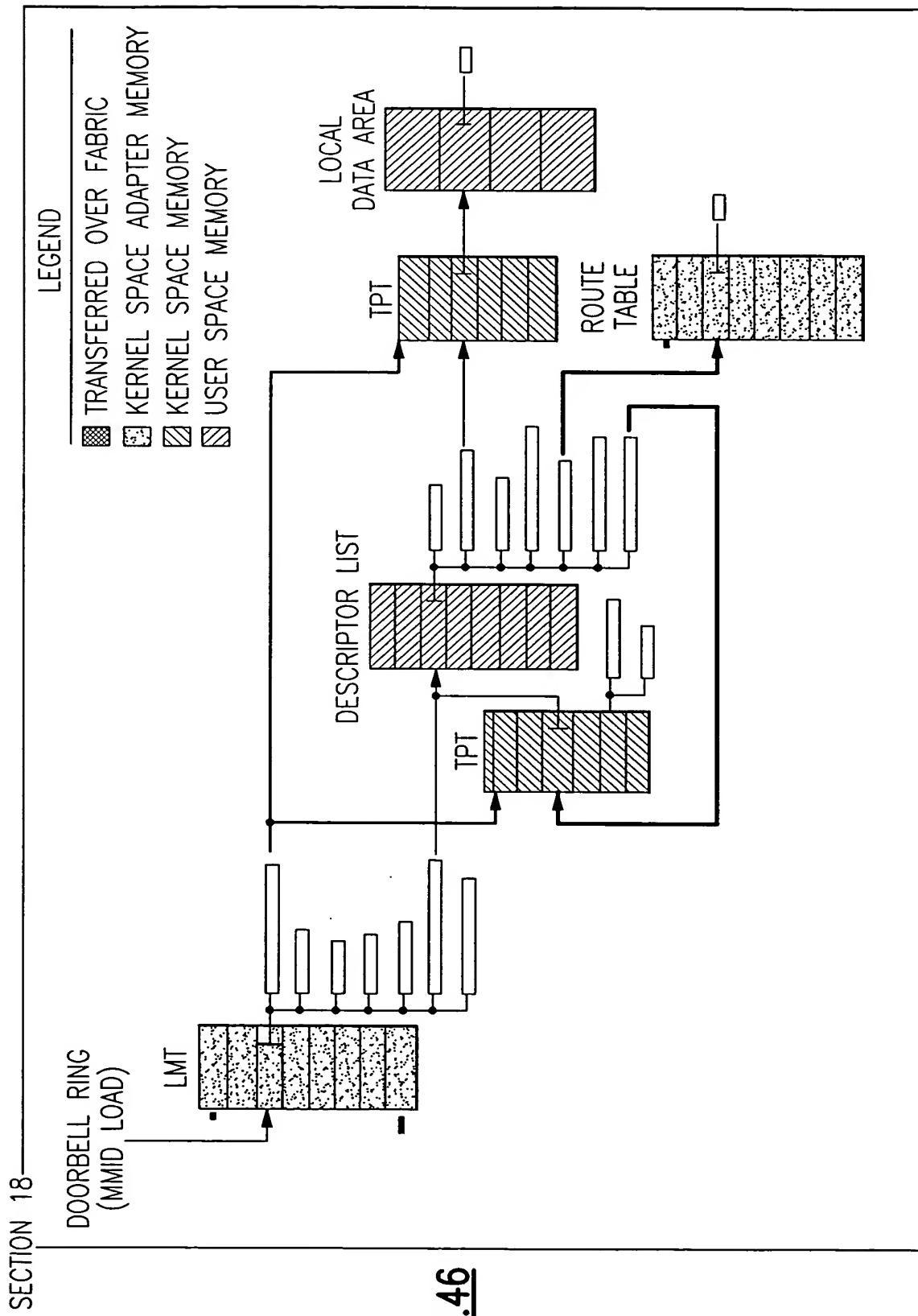


FIG.46

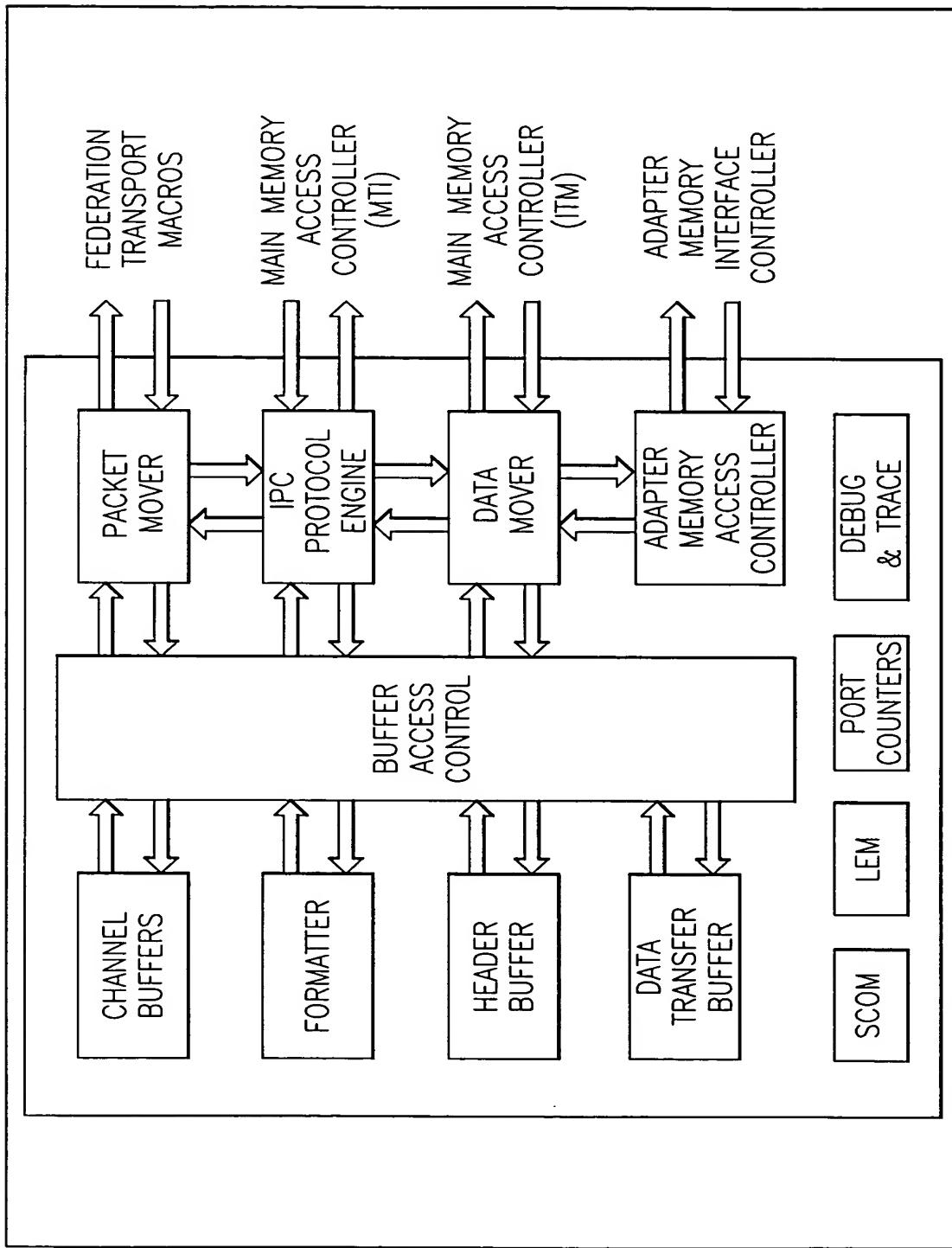
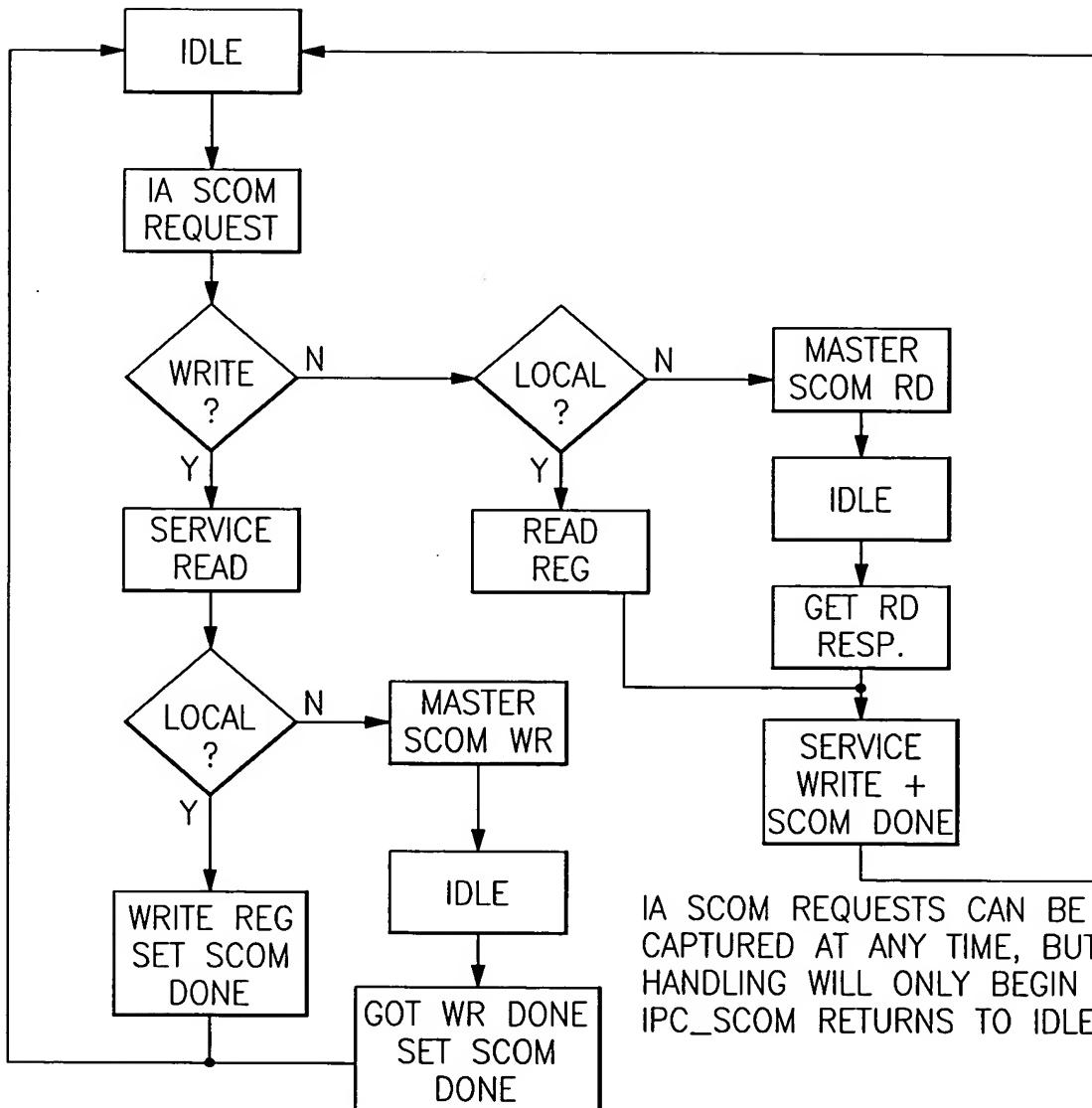


FIG.47



IA SCOM REQUESTS CAN BE CAPTURED AT ANY TIME, BUT HANDLING WILL ONLY BEGIN ONCE IPC_SCOM RETURNS TO IDLE.

FIG.48

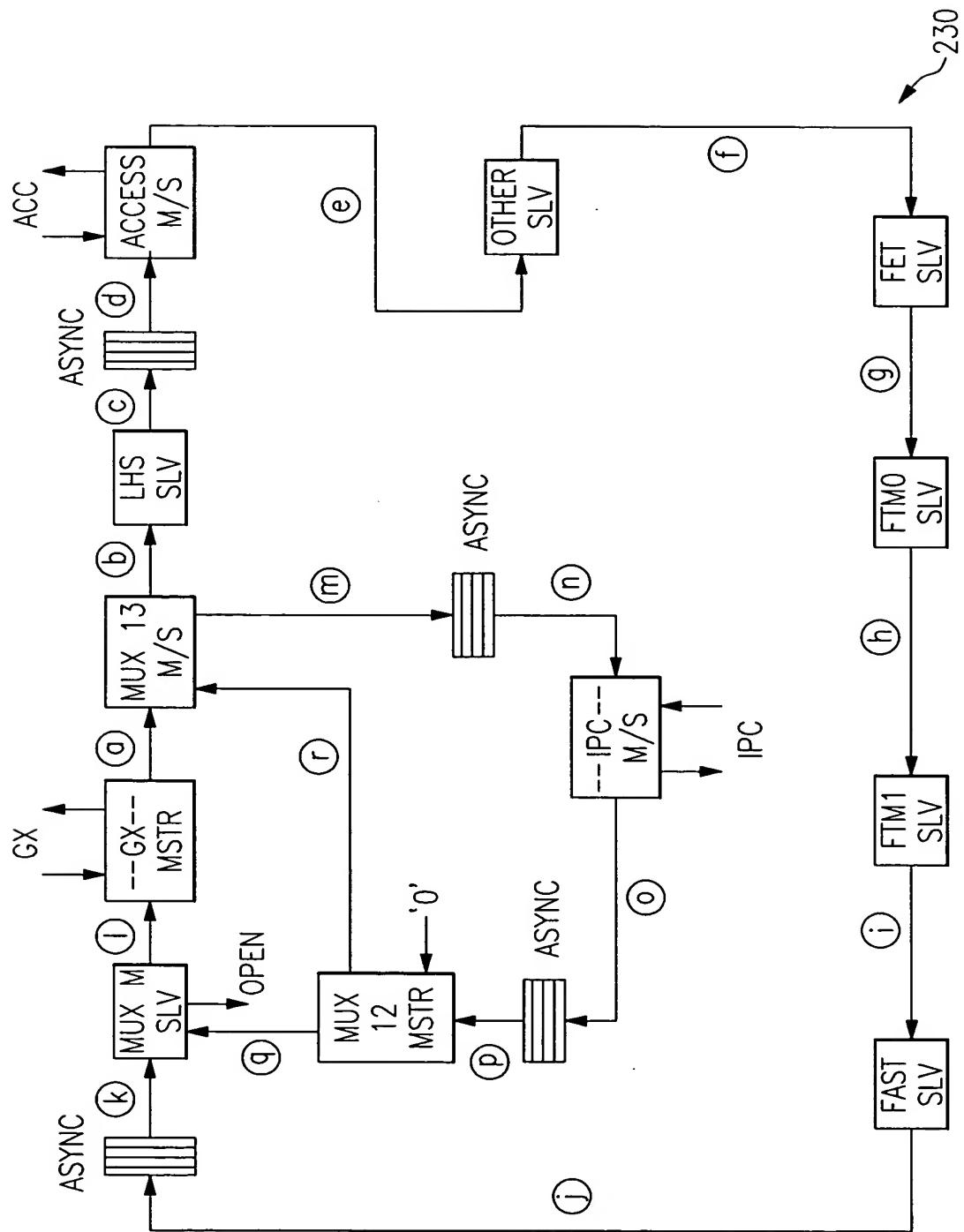


FIG.49

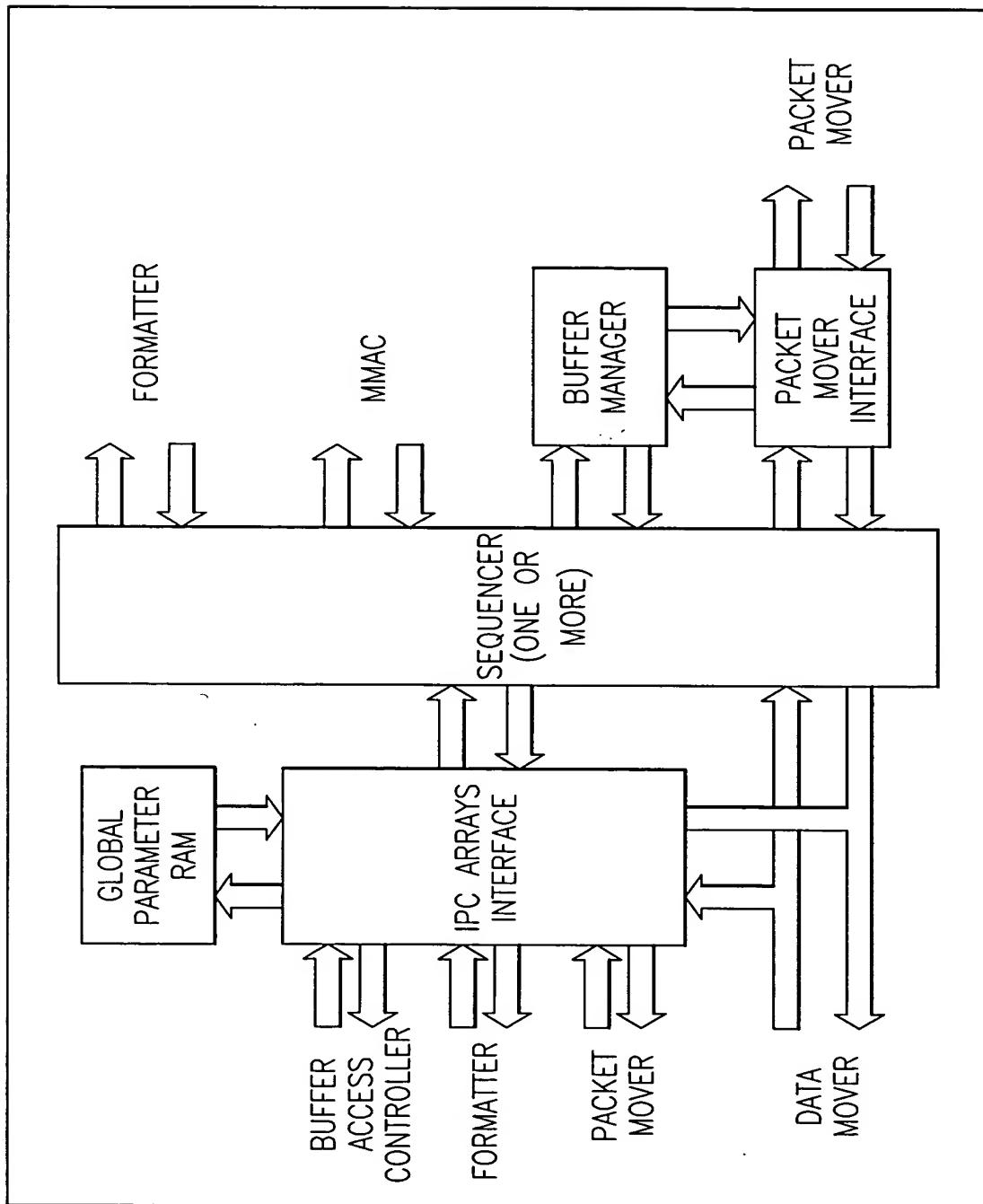


FIG.50